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Official Sega Dreamcast™ Magazine

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Issue 4 March 2000 www.dailyradar.com

OOH LA-LA!

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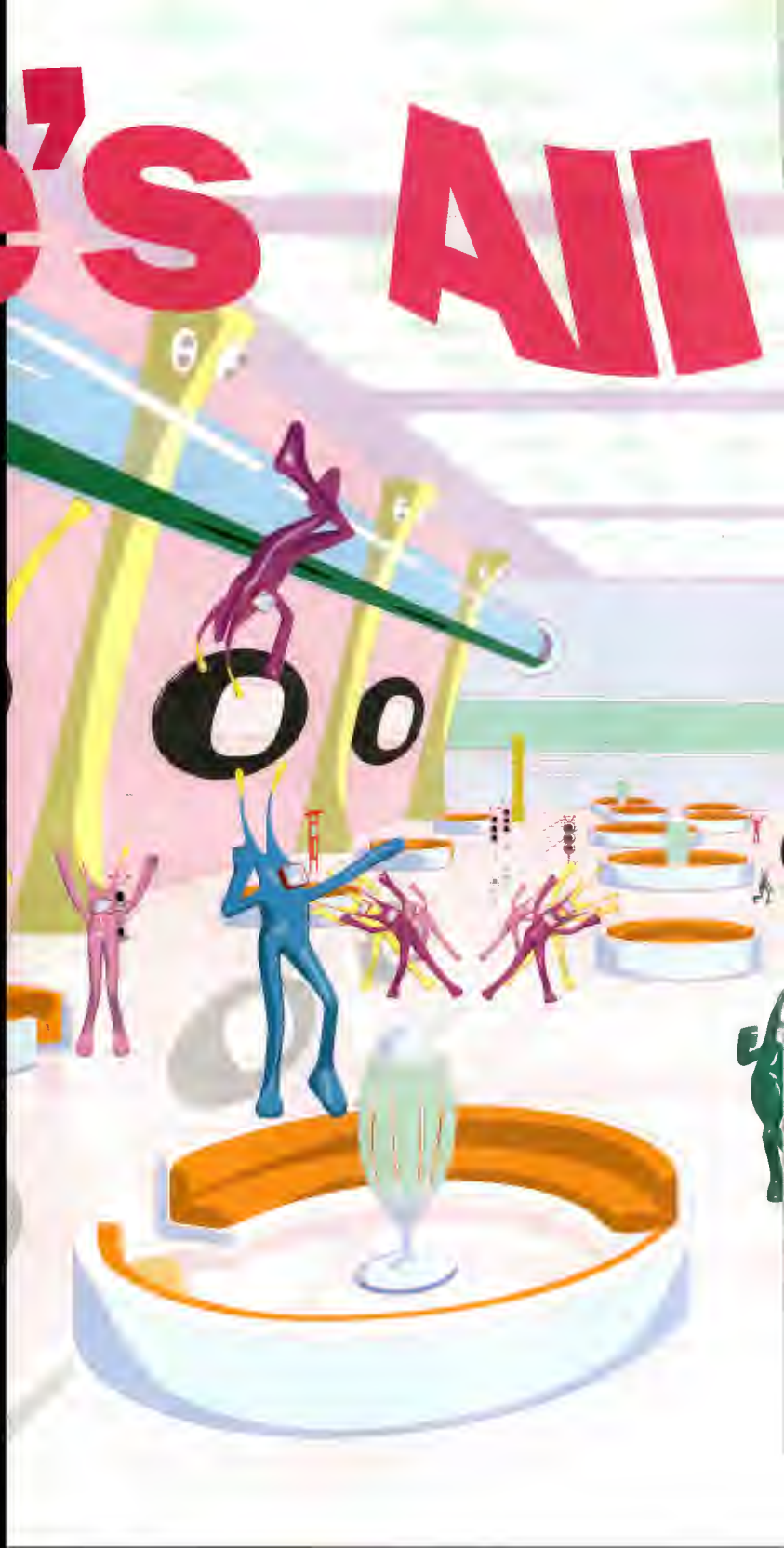
she's All



Lara Croft has some serious competition.

Space Channel 5's diva Ulala has landed, strutting her funky stuff in the **ODCM** offices and playing havoc with our deadlines. How are we supposed to write over 100 game previews, redesign a reviews section to accommodate more games (like the superb *Crazy Taxi, Soul Reaver, F1 Grand Prix* and *Re-Volt*), or keep our minds on interviewing Yu Suzuki, Yuji Naka, Tetsuya Mizuguchi, Team *Sega GT* and the stellar like, when she's around? It's impossible. Not to mention the fact that our Staff Writer, Evan, is trying desperately to get her phone number. That's one long, long-distance call you probably can't afford, Evan *(and no, you can't expense it)*.

And it's only going to get worse. Who knows what will happen when Lara Croft enters the fray? Oh...*(blinking)* you hadn't heard?

As our exclusive news interview with Core Design's Director Adrian Smith reveals, Lara is coming to Dreamcast. Soon. Very soon. In fact, even as you read this, Lara is being shrinkwrapped—now, there's an image!—somewhere in an unmarked warehouse, a mere month from the shelves.

Coincidentally enough, that's about the same time *Space Channel 5* is due to touch down on US soil. Yep, there's gonna be trouble. Care to place any bets?

Simon Cox
Editor-in-chief

Official Sega Dreamcast Magazine

That
5

Official Sega Dreamcast Magazine

Directory 03/00

2000 DC

KODAK EPP 6005

38 The Apocalypse didn't happen, but our special edition Year 2000 Coming Soon feature did! We reveal over 100 upcoming Dreamcast games, pick the brains of the brightest stars in the DC firmament, and chart the future of the hardware of the new Millennium.

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REGULARS

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News

Will she or won't she? That's the question that's been making us squirm since the DC launch (that and 'what's a Turb?'). Eidos reveal all exclusively on page 12.

World

Ulala touches down in Japan and we were there! | *Maken X*'s creators speak up | Horror mania with *The Ring* and *Seven Mansions* | *Undercover 2025AD Kei* | We Chu-Choose Sonic Team | New import releases revealed!

Fantasy

A nice long look at Sting's *Evolution 2* | Ripcord's *Legend of the Blademasters* | Angels turn ugly in *Innocent Tears* | FZ's postmistress, Nuriko, to a special reader's rescue | Simon grows pixie ears!

Arcade

Arc System's 2D fighter, *Guilty Gear 2*, examined | A first look at Capcom's oh-so-mah-vahlous *Marvel Vs. Capcom 2* | You, too, can be a truck driver in Sega's latest truck driving sim | Sega's *Virtua NBA* | Gossip about Yu Suzuki's secret, big number '4' fighter...

7 DC-ROM

Your guide to the games on our exclusive playable GDROM sampler. Overviews, controls, what to do, it's all there. Trust us.

8 D-MAIL

You took the time to write, now it's our chance to answer you with snide comments you have no chance to counter! What could be more fun?

102 HOWTO

We've got an, um, *exhaustive* guide to car carnage with our super duper *Vigilante 8* strat guide! Not only that, but a smorgasbord of delectable codes

112 ENDZONE

Scope out what we've got in store for next issue, plus we give you a chance to win a Japanese Dreamcast system and your very own copy of the impossibly infectious *Space Channel 5!*

Welcome to the Disc!

We've got two words for you: *Demo* and *Disc*. Yep, that's right: securing your own copy of the **Official Sega Dreamcast Magazine** is the only way to get your hands on demos of the hottest Dreamcast games before they hit the shelves (unless you want to come on over to the **ODCM** office with a shotgun and a ski-mask, but we'd prefer it if you didn't). This month, you're getting demos of some great new titles—including *Rayman 2*, *Chu-Chu Rocket*, *Virtua Striker 2 v. 2000.1* and the superb *MDK2*. Plus, we've got the full version of the DC puzzler *Swirl*. Still unimpressed? Try our new version of the Dreamcast Browser. Come on, Chester, get your hands out of your pockets and pop in the disc. Play it to your heart's content, it won't cause blindness.

And if he's reading, we've got a message for the little thief who swiped the demo disc packed with this formerly shrink-wrapped ***ODCM Issue #4****: it's going to be replaced with your* still-beating heart. *Thank you.*

Virtua Striker 2 v. 2000.1

PLAY IT! ON THE CD

Publisher: **Sega** Release Date: **March** Players: **1-2**

Hey, all you American soccer fans! *[Echo-echo-echoooo]* Well, both of you, then. Place all four of your buttocks on that sofa, because you're in for a treat with our demo of the arcade smash *Virtua Striker 2 v. 2000.1* (yes, yet another creative usage of the number 2000). You know the rules—kick that round thing into the other guy's net more times than he kicks it into yours. Simple. And remember, this was originally an arcade game, so it's not exactly a simulation. The graphics are pretty, the action is fast, and you won't get crushed against a fence. What more could you ask for from your sugar daddies here at **ODCM**? Go kick some booty.

"Hey Mr. Eight! Where are you running, sporto? The game's not over! And why isn't Mr. Nine in formation? *I can't work with this!*"

Analog Stick: Not Used
D-Pad: Move Cursor
A: Short Pass/Slide
B: Shoot
X: Long Pass
Y: Not Used
L: Not Used
R: Not Used

MDK 2

PLAY IT! ON THE CD

Publisher: **Interplay** Release Date: **February** Players: **1**

Yes, it's a demo of one of 2000's most highly-anticipated games, right here on our little GD-ROM. Test all three of *MDK 2*'s controllable characters, each of which provides its own unique gameplay experience. This game's got guns, comedy, six-legged dogs, sniping (and who doesn't love a good snipe?) and more.

Tip: Play through the tutorial in order to familiarize yourself with the game's control. Though a bit off-putting at first, a few minutes of practice will make it feel like second nature. You might even want to try decreasing the analog sensitivity several notches (make the change at the options menu).

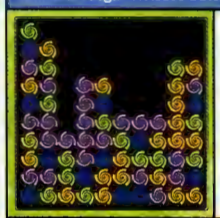
Tip 2: Press pause at any time for a frozen-in-time, rotating *Matrix*-esque shot. You have no idea (but guess!) how much fun we've had with this feature. Check out our preview in this issue!

Kurt sure looks hot in his tight-fitting rubber suit, doesn't he? Well, he *does*! Okay, I was just kidding, guys. Really! Um...guys?

Sega Swirl — *Full Version!*

PLAY IT! ON THE CD

Publisher: **Sega** Release Date: **Now** Players: **1-2**



This is the *full version* of Dreamcast's first *Tetris/Bust-a-Move/Jenga* combination clone. Yeah, that's right—a freebie! It's pretty self-explanatory, but we'll explain for those readers that might be a few bricks short of an outhouse. The object of the game is to clear a board full of swirls, which is accomplished by removing batches of connecting, like-colored swirls—getting as many in each shot as you can. The more swirls you can group together, the more points they are worth. It's not *Soul Calibur*, but it's addictive and surprisingly fun. And did we mention that it's free?

Okay, it may not look like much, but trust us: *Sega Swirl* can be seriously addictive. Beware.

Analog Stick: Move Cursor
D-Pad: Move Cursor
A: Select
B: Back
X: New Level Goals
Y: Not Used
L: Not Used
R: Not Used

Rayman 2

PLAY IT! ON THE CD

Publisher: **UbiSoft** Release Date: **March** Players: **1**

Just when you thought you were out of the woods—an equally addictive demo of another equally amazing sequel. This 3D platformer outdoes its predecessors, adding a distinctly French flavor (and bouquet). Marvel at its spectacular graphics and animation: we guarantee that they'll blow your mind, even on your 50th trip through the game .

Tip: To see the world through Rayman's eyes, just hold down both trigger buttons together and enjoy the trip. Not only is this a nice vacation from the color beige, it's very helpful for navigating your way through close quarters and sticky situations (yes, sticky). For a preview of this beauty, check out the attached mag.

It's a purty game. Here, Rayman contemplates boarding a run-down pirate ship, while the pirate disagrees (and owns a cannon).

Dreamcast Browser

SEE IT! ON THE CD

Publisher: **Sega** Release Date: **Now**

Some important stuff was fixed in this revision:

- You can now see the number you're calling for dial-up. Before, you wouldn't know the number you were dialing when you first went to register online or sign up for AT&T service. Now, you can check to be sure it's a local number.
- Javascript is a lot less buggy.
- The Dreamcast Network pages have been revamped so that they look and feel much better.
- The Command Clusters (what you get when you push the start button) are a lot easier to use, and they now include a Refresh.

Feast your eyes on *this*. If the above screenshot doesn't make you kick off your knickers, what will? With spectacular graphics and finely-tuned gameplay, this one should be a — erm, sorry. Coffee, anyone?

Chu Chu Rocket

PLAY IT! ON THE CD

Publisher: **Sega** Release Date: **March** Players: **1-2**

Here's a little conundrum that's taken Japan by storm (or perhaps more appropriately, swarm). It's a classic *Lemmings* situation, with a few shakes of *Bomberman* thrown in for good measure. Check it: You've got fast stupid mice (Chu-Chus) and slow stupid cats (Nekos) who'll eat every Chu-Chu that they can. Both travel in a straight line until they hit a wall (we told you they were stupid), at which point they take a 90-degree turn to the right. Players drop arrows (only three at a time) onto the playfield to redirect as many Chu-Chus as possible into a rocket, which carries them to safety at each round's end.

It isn't easy, but once you have the hang of it you'll see what all the fuss is about. Remember, this game was built for multiplayer!

Check out all these mice! They're a far cry from Pikachu, but they'll give any cat—or player—a run for his money.

Having Trouble?

Can't get your GD-ROM to work properly? Contact our toll-free customer service line at **1-888-613-7326** and an operator will be happy to assist you. If you still can't get the blasted thing to work, they'll ask you to send it in and you'll receive a brand-spanking-new one in return mail, along with a natty letter from the editor.

Bear in mind that our disc isn't intended to work on your personal computer—it'll only run on a Dreamcast. That's the whole point. So don't even try it on one of those 'other' CDROM based videogame systems, either. We mean it. Really.

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Team ODCM

ALTHOUGH UNDERPAID, overworked, and bordering on the psychotic, the ODCM team prides itself on knowing more about Sega Dreamcast than is strictly healthy. Should you have the misfortune to run into them on the street, do not approach them. They are highly trained and may try to sell you a subscription...

SIMON COX
Emperor in Chief

FILE UNDER:
Grand Moff Tarkin meets James Bond, set to a pulsing techno soundtrack. His car's done more miles than Apollo 11. His ego *still* hasn't landed. Some call him names; others call him and get voicemail ("I'll be at the beach if you need me..."). Hurry back...

DAN FITZPATRICK
Art Director

FILE UNDER:
Jazz-loving, chimp-hugging, paintball-shooting, spectacle-wearing, dress-making, cake-decorating, clay-trading, ass-shaking, crayon-wielding, Ulala-stalking, girlfriend-proposing, beer-swilling, Mac-licking, hedge-hog-tossing dirty old man.

DINA FAYER
Managing Editor

FILE UNDER:
Ex-fashion mag editor with Annie-red hair and (even scarier) 'late-night-we're-all-on-deadline' comments, too disturbing to go into here. (Let's just say that if we ever again hear the words 'His rug lies on his head like a happy raccoon...')

FRANCESCA REYES
Senior Editor

FILE UNDER:
Over-caffeinated, RPG-hugging, pixie-raising, Simon-baiting, headphones-wearing, street-fightin', editor with her eye on the Editor-in-Chief's throne. 'You're next, Simon. Ah-ha-ha-ha-hah!' 'Mutiny is punishable by death, Fran...'

DAVE CORDON
Associate Art Director

FILE UNDER:
Job-sharing, blonde-highlights-sporting, mouse-toting, baggy-pants-wearing, Christmas-party-throwing, tree-with-no-presents-under-it-owning, Pokemon-dating, Mystery Van-driving designer who probably wants a new job.

EVAN SHAMOON
Staff Writer

FILE UNDER:
That girl from the downstairs office. Coffee for the whole team, serf! And you've still got 200 damn funny pages to write by lunchtime, or it's the firing squad for you! A couch-surfin', *Matrix*-lovin', shuttle-takin' cat.

LETTER OF THE MONTH

Punch Drunk

You gotta understand: I hate fighters *(so why did you buy a DC, fool?—Ed.)*. Fighting games used to be a genre I loved in the '80s, from *Karate Champ* to the original *Street Fighter*. I think the last fighting games I ever enjoyed playing were *Street Fighter 2* and *Mortal Kombat 2*—oh, those were sweet, sweet days. I enjoyed playing them for hours at the arcade and back at home on my Genesis.

Then something happened. All the fighters afterwards got either overly difficult, mega-stupid fast, or relied too much on a zillion-combo hit system with players being attacked without a thing to defend themselves. And for the love of God! What ever happened to the *Mortal Kombat* series after *2*? And why did Capcom have to release *Street Fighter 2* in untold number of different clones with only a few minor tweaks, backgrounds and characters? Ah, how I wished for a fighter like back in the early days.

So here was the launch of the Dreamcast system. I had pumped myself up for all the goods, with *Sonic Adventure*, *House of The Dead 2*, *Hydro Thunder*, and *Sega Rally 2* among others. I had ignored the fighter *Soul Calibur* for the reasons stated above UNTIL I started to read the reviews. Then of course, I had to rent it and then buy it!

Thank you, the goodness that is Dreamcast! I have never interacted with a more beautiful, playable fighter in all my life. The graphics and sound blew me away, and the fighting system is friendly to the novice and complex for the hungry veteran. I was touched at moments, watching the characters' stories unfold. Afterwards, I rented *VF3tb*. And of course, *Power Stone*. I'm in heaven!

I was going to dodge the fighting genre when I purchased the Dreamcast, since I was never impressed with efforts on PlayStation or N64. So I expected the same results on Sega's new platform. Boy, was I wrong. On Dreamcast, these games are now being done right. (Well, in most cases anyway. I won't mention the few fighters that have fallen—we know who they are.) Thanks for a wonderful magazine, and keep up the excellent work!

Kelley Toth
kltoth@hotmail.com

P.S. Oh, I can't wait for *Dead or Alive 2*. I can't wait...

ODCM: Fighting games...the genre has exploded in all directions with the invention of 3D gaming—and sometimes not for the better. But with games like *Power Stone*, *DOA2*, and *Soul Calibur*, Dreamcast has shown that there are plenty of very cool ways to innovate and grow the fighter category without compromising the fun factor. Thanks for your great letter, Kelley, and hope you dig the *DOA2* demo on **Issue #5**'s demo disc (at least, we *hope* it's **Issue #5**). Expect a custom-packed Sega surprise for your Letter of the Month!

Spell Trouble

Fire whoever is supposed to be checking the magazine's spelling and font gaffes, cause they are NOT doing their job. All over the place are italicized words that aren't fully italicized. It's hard to even read the magazine. The whole entire *Evolution* review is rendered unreadable because of this. There are also a few typos, but the italics are the biggest problem. It's a mess.

SiberioS@aol.com

ODCM: *Dude, don't you know that random italics is the latest craze? Purposely misspelling stuff is out, random font craziness is in. But actually, you're right. The offending font will be fired: postscript.*

Mail Bond-ing

Hi, I'm a fan of Sega and I love anything that has to do with Bond. I have all the movies and I was wondering if Dreamcast will have a Bond game and if so will it be *The World is Not Enough*?

Sharif
sega_87@email.com

ODCM: *Unfortunately, Sharif, Bond fans who also happen to be DC owners may not see any games featuring the suave superhero until EA signs on to develop for the system—which isn't anytime soon, from what we've heard. Right now EA, and EA alone, have the exclusive rights to develop games for the Bond license.*

Need for Speed

Hats off to a great mag! Content, delivery, layout...AMAZING! I just finished your second issue and look forward to the third. May I say that when you reviewed *Speed Devils* and gave it a paltry 3 out of 10, I almost didn't buy it. But, I did buy it and I LOVE IT! Especially with that awesome cheat mode to use all tracks and cars! The Aspen Summer level is great. My wife even thinks it is right cool. It has amazing replay value and the element features in the game are quite unique. You write, "...terrible handling, weak opponents and uninspired track design..."?! I have this question for you: WHO WAS THE ONE THAT WAS OBVIOUSLY VISITING *URANUS* INSTEAD OF STAYING GROUNDED HERE ON GOOD OLD MOTHER EARTH!? Check the game again, sport! By the way, still love your mag!

Joe Midgley High
Via email

ODCM: *(our reviewer speaks)* I've had to virtually hide away in a mountain cabin following that review. It seems as if many of you loved *Speed Devils*. Well, I hate to disappoint you, but on my journey back from Uranus I spent some more time with Ubisoft's not-so well-disguised port, and I still can't stand it. Compared to Sega's superb driving game expertise (amply demonstrated in *Crazy Taxi* and *Sega Rally 2*), this game is a serious lightweight. Get *Crazy Taxi*, put the two side by side and then tell us they're not worlds apart. Right, anyone got the cash for a return ticket to Uranus?

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Slipped Disc

I just got the January issue yesterday, and I was just wondering about the GDROM—where are the interviews? Where are the VMU downloads? Come on guys, it's up to you to give us more than the finest demos for our new system! We want gossip! We want behind-the-scenes interviews! And we want it all next issue (just kidding)!

Keep up the good work on the magazine.

Timothy
rpterry@email.msn.com

ODCM: Okay, so we were a bit more optimistic than we probably should've been when we promised you the world (our world!) on the GDROM. Sega handles all the materials and production of the disc that accompanies this magazine, and unfortunately, we're still vying for control of which games and goodies appear on it. While the content hasn't been optimized for what we feel should be on an official magazine's disc, who are we to argue with playable versions of *MDK2*, *Chu Chu Rocket* and *Rayman 2*? Bear with us, Timothy, we're working diligently on getting all those cool bits onto the GDROM.

Offline

In your preview and review sections, you include a handy "quick reference" box. The box includes the vital statistics for the featured game (e.g., publisher, number of players, online functionality).

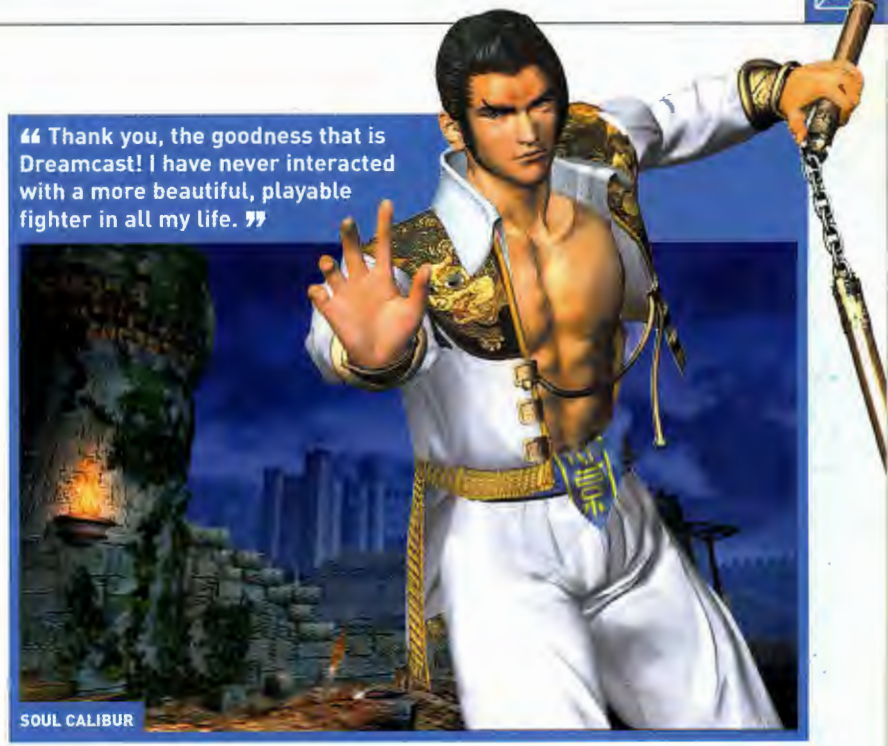
In your Testzone review of *NFL2K* (**Issue #2**) the field labeled 'ONLINE?' is answered with an exasperated 'NOPE,' rather than the usual (less emotional) 'NO.'

My question: is this your way of expressing your dismay that Sega is SO far behind in its online gaming plans? If so, I share your disappointment in the company's failure in this area. While it can be argued that almost every other area of the launch and post-launch activities have progressed successfully, this area has been an abysmal failure from which Sega won't recover until online gaming is a reality (hopefully sometime before Q3 2000). How can the company that runs Heat.net *not* get a network up and running for the console which could save it from losing another billion yen next year? I, too, share your frustration and hope that Sega hears the cries of anguish from the fans that bought a Dreamcast. Truly, it is a great machine with awesome games and incredible potential...but can Sega make it revolutionary? I'm still waiting...

TOMKLEVEN@aol.com

ODCM: We're waiting as well, Tom. Our response to *NFL2K*'s online incapacity in that Testzone review was part exasperation, part disappointment. We wanted to be able to download roster updates; we wanted to be able to swap created characters with friends over the net; we wanted a lot of things, actually. But since the online option was void, we got nothing. We still loved the game, and with the list of amazing titles slated for this year, we still can't help but be enthralled with Dreamcast—but think how much much cooler it would be with online capability? We're anxious to find out.

"May I say that when you reviewed *Speed Devils* and gave it a paltry 3 out of 10, I almost didn't buy it. But, I did buy it and I LOVE IT!"


"Thank you, the goodness that is Dreamcast! I have never interacted with a more beautiful, playable fighter in all my life."
SOUL CALIBUR

Soul Searching

I don't get it. Why is everyone saying that *Soul Calibur* is so great? I bought it instead of *Ready 2 Rumble* (which rules) and I'm thinking of selling it already (I only bought it a few weeks ago). The game does have some good points such as the graphics, the story line, the amount of characters and secrets, and the smooth moves. But if I wanted to see a fight, I would've rented *Rumble in the Bronx*. I wanted to feel the power of the character's movements, but instead, all I got was a button-masher that depends on how fast you press B. I beat Ultra Hard, or whatever that difficulty is called, on the first day. I feel betrayed by my beloved video game magazines. Thanks for letting me fume, but I gotta go now, the steam comin' outta my ears is fogging up the screen.

aap54@yahoo.com

Making the Score

Hi! I'm from Singapore and have just bought the second issue of your magazine a few days back. What a great magazine this is! I'm now itching for the third issue! But I have some comments on the reviews. They're good and honest, but I think that it would be better if you include a small score for graphics, sound, gameplay, etc. This is to let readers be more clear about which part of the game gains it high marks and what pulls it down. It'll be better if you guys give it a 9/10 for graphics rather than say 'the graphics are excellent.' Thank you for your time. Keep up the great work!

Lim Jin Yong
Via email

ODCM: Thanks for the feedback, Lim. We're still tweaking our Test Zone section to try to better our coverage on all the games that are coming out for DC. We decided against the breakdown of the game's features that you mentioned above, simply because we wanted to give a score for the 'overall' experience of playing the game. But we'll take your suggestion into consideration, since, after all, our readers are where it's at—and if you have something to say or want to see something changed, we're always open to hearing it.

POST HASTE

Got a question that needs to be attended to? Send it to: **ODCM, c/o Imagine Media, 150 North Hill Dr., Brisbane, CA 94005**. Or if you have access to email (and we know you do), put us in the To: field as dcmag@imaginemedia.com and hit 'send.' The best letter of the bunch gets a gobful of Sega goodies and exclusive treats.

www.DailyRadar.com

Lara Revealed

Eidos and Sega, sittin' in a tree...Here comes Lara on your DC

In a surprise move that rocked us in our socks here at ODCM, Eidos and Sega have confirmed it. *Tomb Raider* is coming to Dreamcast—in as little as a month! That's like *tomorrow*, in industry time. But thanks to the happy fact that its exclusivity deal with Sony has just run out, Eidos has leapt at the chance to boost its lovely lady up a handful of polys to 128bit. We caught up with Adrian Smith, Core's main guy and self-titled 'Judge and Juror' on all things Lara, to get some answers about Eidos' announcement of DC *Tomb Raider IV: Last Revelation*.

ODCM Why keep it secret for so long? The Sony problem?
Adrian Smith Yes, we had an agreement with Sony, which we honored. It was no secret that the deal would run out come Christmastime. And now, it's a good time to announce the Dreamcast version.

ODCM What are the specific changes between PC and DC versions?
AS In essence, the game is the same—but we've tweaked it to use the power of Dreamcast. The game runs at 60fps straight off, so we can display all of Lara's animations super, super smooth and slick. Then there're the little things you'd expect...when you start getting [shadows] cast onto walls and ceilings from light sources, it looks really, really dramatic.

ODCM So are you going to do this game for DC, and stop there—kind of like Namco with *Soul Calibur*—or do you hope to do another?
AS If you look at our history with Sega (and I speak as Core, not Eidos) we have very old, old relationships. We've always been there: Lara, was originally there with the launch of Saturn. We're delighted that we can give *Tomb Raider IV: The Last Revelation* back to Sega.

ODCM Have you received much feedback on *TRIV*?
AS To be honest, I haven't seen many of the American reviews. But *TR* is a six-year-old game. It's like a bear—this lumbering old monster that's still sort of draws breath, but we're always very conscious about it. We're also very conscious of the next generation.

ODCM If it does well on DC, will you do another one?
AS No, I don't think so—not yet. Our minds are already made up—*Fighting Force* and this game are the two titles we'll do for DC for now. Then we'll start looking toward the future.

ODCM When's the game due?
AS March. And currently, there's no reason why we can't hit that deadline.

ODCM What about the movie? Do you have a director yet?
AS Not yet. But obviously, the movie script that I've got is really good. We can give creative input, but as far as we're concerned it's true to Lara's character. She's not getting her [breasts] out or anything like that. It's representative of what we'd like to see *(Speak for yourself!—Ed.)*. Otherwise, we're leaving the moviemaking to those guys and just doing the game—which a lot of people are going to be really happy about. It's gonna be great.

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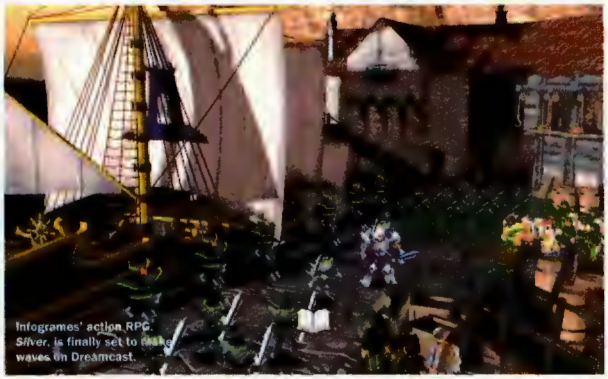
DREAM ON

Shinobi | Sega | 1987

It's been too long since this ninja-of-all-ninjas made his last appearance in a videogame, and we for one (well, six) would like to nominate Dreamcast as the stage for his triumphant return. Throwing stars, ninja death traps, and even primitive stealth were all part of the action, and we'd be first in line for an encore. High on difficulty, this was one of the few games in which one bullet meant instant death.



Infogrames' action RPG, *Silver*, is finally set to make waves on Dreamcast.

Silver Lining

Infogrames' sword and sorcery RPG is finally Dreamcast bound

Having played the upcoming Dreamcast version of *Silver* (don't you wish you were here?), we at ODCM have decided that the game should've been a console RPG from the get-go (and yes, that's 'official'). Everything from its storyline and real-time hack-'n-slash fighting engine to its graphical style *(FFVII)* seems designed with console gamers in mind. But better late than never. The folks at Infogrames are hard at work, porting over what looks to be an excellent conversion of an excellent action-RPG: and they've promised to put it in your hands by Summer 2000.

Developed by Spiral House in the UK, *Silver* is set in a land of swords and sorcery, designed as a combination of beautiful hand-drawn backgrounds and polygonal characters—all in luscious, high-resolution 16-bit color, complete with improved effects and loading times for the DC version. The character control has been changed from the PC's point-and-click method to a more console-oriented approach, in which players have direct control of their character via the analog pad. With lush environments and voice-acted dialog throughout, *Silver* looks to be golden. Look for our complete preview in **Issue #5.**

DEUS EX MACHINA

Get ready to be extra happy

Deus is in the machine: ION Storm's RPG is sure to make the [illegible] of game development

ION Storm's long-awaited action RPG is going to make it to Dreamcast, and we couldn't be more excited about the proposition. Indications are that this company has much love for Sega's machine, and that the project may already be underway.

As one of the most ambitious projects ever undertaken in this industry, *Deus Ex* has more potential than almost any other title on the horizon to revolutionize the electronic gaming experience. From the mind of Warren Spector (*Ultima Underworld, System Shock*), *Deus Ex* is set in a bleak, violent future filled with government conspiracies, cybertechnology and a host of various mind-bending what-if's. Players will expose secret government dealings and plots, and make choices that actually determine their fates. "At its core level, this game is about choice and consequence," Spector told ign.pc. "There won't be any response that doesn't have some kind of effect on the game world."

Every conversation can be taken in multiple directions, and every object in the game can be manipulated in creative and significant ways, giving the game an unmatched level of heart-and-soul realism. And in this game's world, violence is an option rather than a necessity. Players can approach each and every situation with instincts and integrity intact, thinking about a lot more than simply where to put the bullets.

And amazingly enough, all of this is but a small part of ION Storm's colossal plan. It's just the sort of progressive approach that will lift gaming up by its bootstraps, out of that trap of creative cessation.

DC SQUARED?

WHILE IT MAY NOT be the dream pairing we had hoped for, Electronic Arts Square is reportedly looking into bringing US games to the Dreamcast in Japan. EA Square has already begun to develop its own games, and to publish foreign titles in Japan for companies other than its direct affiliates (e.g., Core's *Fighting Force*, etc.)—but what does this mean for gamers here or in Japan? Could Japanese gamers see titles such as *Command & Conquer* released on Dreamcast? Not necessarily. EA in the US has so far declined to release or publish games domestically. We'll just have to wait and see what EA Square's decision means for Japan.

FYI

• Sega has fired up a special network server in Japan for online *Virtual On: Oratorio Tangram* players. For ¥9 a minute, gamers can face off against other players across the network with 60fps results. Sweet.

• Psykio's 2D arcade shooter, *Gunbird 2*, is headed to Dreamcast

Dreamcasts as part of a partnership project between the company and Capcom. The home version will sport new features such as a voice mode and an Illustration Gallery, which can be unlocked in stages with high scores. *Gunbird 2* plays most like Capcom's US-bound *GigaWing*, with gamers controlling an airship through top-down scrolling action. Capcom character Morrigan is one of the secret playable 'pilots' in the game.

• SNK will release a Dreamcast port of its arcade title, *The King of Fighters '99 Evolution* this March in Japan—complete with new 3D backgrounds and internet compatibility.

• It's rumored that Capcom Japan is planning on releasing new, internet-compatible versions of a handful of its 2D fighters, including *JoJo's Venture* and *SF III: W Impact*, which will supposedly allow gamers to fight online. Unconfirmed, but stay tuned.

• Will Leon Kennedy appear in *RE: Code Veronica*? News items on the net report spotting the specific voice actor's name (Paul Haddad) in an online database showing credits for the game. Is it true? We'll wait and see.

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Legacy of Kain: Soul Reaver
The legacy makes it's way to the Dreamcast with new textures, models and blistering frame rates. Don't miss this one!

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Sega GT

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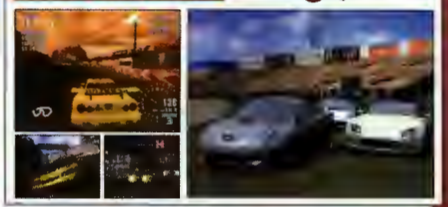

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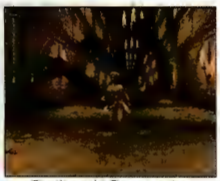

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Nyko RF Switch	$8.99	Pelican S-Video Cable	$6.99
Nyko S-Video Cable	$8.99	Sega RF Adapter	??

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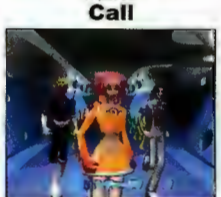

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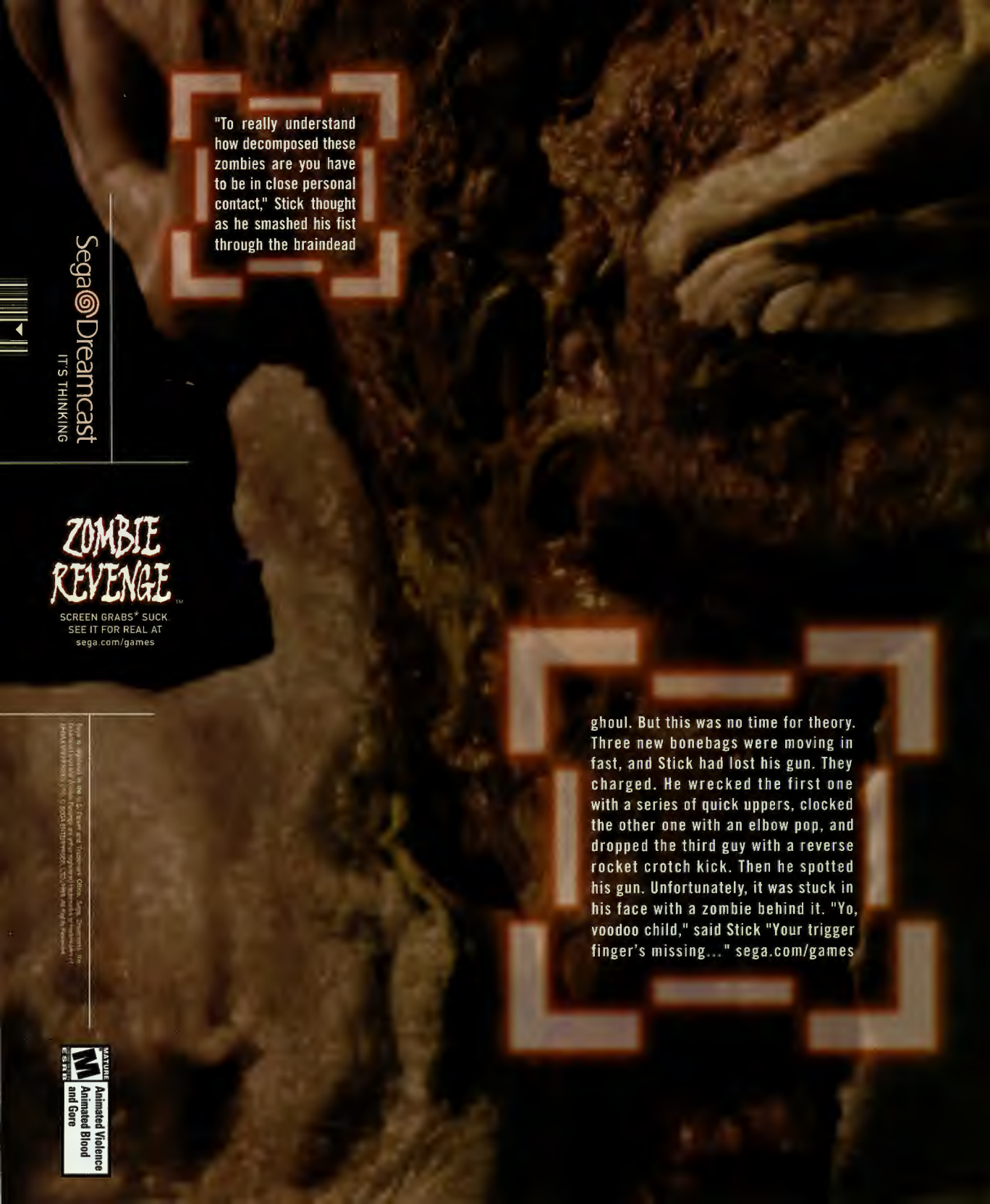

"To really understand how decomposed these zombies are you have to be in close personal contact," Stick thought as he smashed his fist through the braindead

ghoul. But this was no time for theory. Three new bonebags were moving in fast, and Stick had lost his gun. They charged. He wrecked the first one with a series of quick uppers, clocked the other one with an elbow pop, and dropped the third guy with a reverse rocket crotch kick. Then he spotted his gun. Unfortunately, it was stuck in his face with a zombie behind it. "Yo, voodoo child," said Stick "Your trigger finger's missing..." sega.com/games

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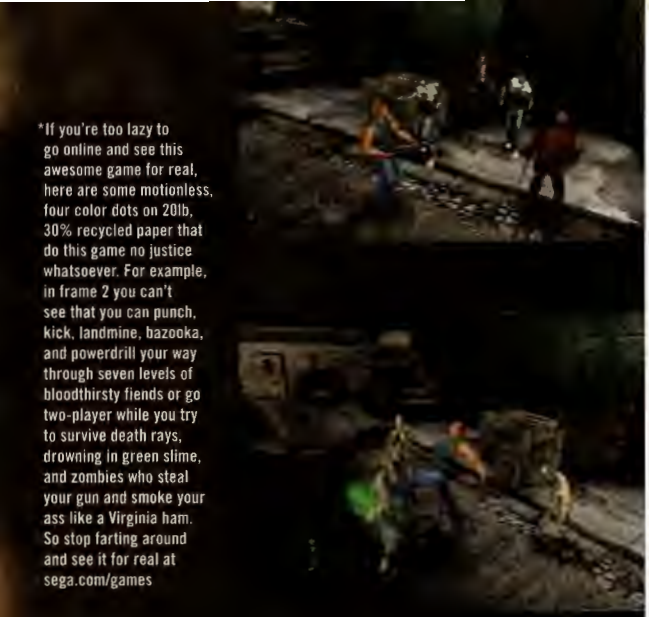
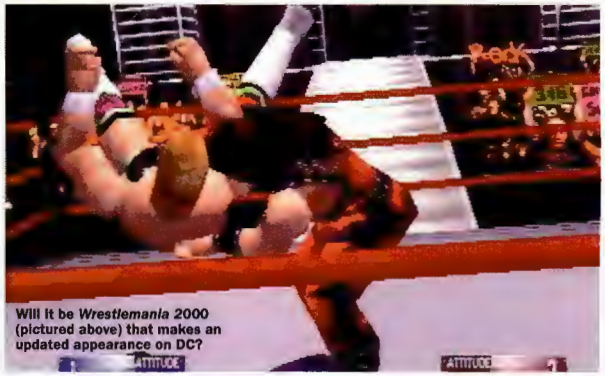
ESRB M MATURE
Animated Violence
Animated Blood and Gore



*If you're too lazy to go online and see this awesome game for real, here are some motionless, four color dots on 20lb, 30% recycled paper that do this game no justice whatsoever. For example, in frame 2 you can't see that you can punch, kick, landmine, bazooka, and powerdrill your way through seven levels of bloodthirsty fiends or go two-player while you try to survive death rays, drowning in green slime, and zombies who steal your gun and smoke your ass like a Virginia ham. So stop farting around and see it for real at sega.com/games



Will it be *Wrestlemania 2000* (pictured above) that makes an updated appearance on DC?

Hail to the King

THQ bring *Evil Dead* and *WWF* to the Dreamcast bash

With only a car-chase racing title, *Felony Pursuit*, on its Dreamcast plate for 2000, THQ has finally committed full force to the system. With a solid lineup of games announced for Summer release, the list includes some notable treats for both wrestling fans and action/adventure junkies.

At the top of the list is *Evil Dead*, in development for both the PlayStation 2 and DC. Heavy Iron Studios, a development group comprised primarily of members of Square's former *Parasite Eve* development team, will be bringing Sam Raimi's cult-classic to the interactive small screen. If the team can capture the hilarious, frenetic pace of the film, we might be in for a real treat. Expect plenty of survival horror and humor this Fall, when the game releases.

And a game that wrestling fans have clamored for has finally been revealed for DC. THQ has an as-yet-unnamed WWF game in the works for Dreamcast, utilizing the engine developed by the Japanese company, Yukes (*Berserk*), which will bring the violent world of spandex-clad soap-opera home. While we suspect that it will be none other than an updated, smack-talking *Wrestlemania 2000*, it should finally give DC owners a *good* wrestling game. It debuts this Fall: keep those fingers crossed.

THQ's remaining games consist of two MTV-licensed sports titles, including a skateboarding sim modeled after Crave's upcoming *Tony Hawk ProSkater*, and a BMX racer full of the obligatory licensed tricks and bands that no one but MTV Sports can guarantee. *MTV Sports: Skateboarding* is due this Summer, while *MTV Sports: BMX* will follow in the Fall. Looks like a busy year for THQ on Dreamcast.

NAMCO RETURNS?

THE FOLKS AT NAMCO are back at it. The same team that produced the epic *Soul Calibur* is hard at work on yet another DC game. And according to sources, this game is *not* a sequel. While Namco had 'no comment' about the existence of another DC title, our mouths are watering at the possibility of a *Tekken* or a *Ridge Racer* (or indeed, anything else of that—um, caliber) making its way to DC. While both of those games are already slated for the PS2 launch, we have to wonder what else is in store for DC. This will be big if it breaks—watch this space for more news!

SOJ President, Shoichiro Irimajiri's comments equal the shot heard 'round the industry

Sega Now and Later

In a storm of rumors, offhand comments and congealed subsidiaries, Sega restructures for 2000

The brownish puddle of controversy began to form around Sega HQ when news sites reported a few choice (or chatty) comments that Sega Japan President, Shoichiro Irimajiri, made to the Japanese press in late '99. Broadly and openly, he stated that the future of Sega would be in online-only products, and that hardware would soon cease to be developed. Shock, shock, horror! Um...what? The question boils down to this: will Dreamcast be Sega's hardware swan song? Sega CEO Isao Okawa has furthered this rumor by emphasizing—repeatedly—that Sega's primary area of expertise is in game development. When asked about Sega's plans for next-gen consoles, Mr. Okawa responded, "I can't comment on that, but I will say that our future doesn't necessarily lie in the hardware business." According to Sega's own press releases, the company plans to divide its tech- and game-development teams into separate companies who will still develop product for Sega—with one inhouse software development subsidiary left intact, headed by none other than Yuji Naka, himself. Theoretically, this means that AM3 could develop *Virtua Fighter 7* for, say, PS4 or N-512. Whether Sega would allow this to happen or not is unknown, but it does appear to be a possibility. We'll get you a bigger (and clearer) picture just as soon as we've seen it.

NIGHTMARES INTO DREAMS

LATEBREAKING REPORTS HAVE CONFIRMED that Kalisto's monster-infested action sequel, *Nightmare Creatures 2*, is indeed headed to Dreamcast for a late March release. And the French-based company has found an unlikely publisher in Konami, who is hard at work on its own supernatural slasher, *Castlevania: Resurrection*. While little is actually known about the hands-on gameplay in *Nightmare Creatures 2*, the updated game engine is reportedly looking and playing quite smoothly at this early date. We're hoping to bring you a full preview or review in the next ODCM to find out exactly how different the sequel is from the original.

Yet another Konami tsunami: *Nightmare Creatures 2* comes to DC.

SEPARATED AT BIRTH

Ulala vs. Lady Miss Kier (Dee-Lite)

The sharp resemblance between *Space Channel 5*'s Ulala and dance band Dee-Lite's Miss Lady Kier is unmistakable. We, of course, believe that Ulala is the sexier of the two, but that's insignificant—most of us are freaks with sick cartoon-chick fetishes. Speaking of which, in light of the 'Nude Raider' patch, we're hoping for a similar 'Nudelala' concept for SC5. First reader who finds it gets free hamsters for a year (or any other small rodent of equal or lesser value).

HOT LIST

We're looking forward to...

1. Resident Evil: Code Veronica
2. Tony Hawk Pro Skater
3. Shenmue (US)
4. Quake 3 / Half-Life
5. Dead or Alive 2

You're looking forward to...

1. Resident Evil: Code Veronica
2. Shenmue (US)
3. Dead or Alive 2
4. Phantasy Star Online
5. Sega GT

You're dreaming of...

1. Dragonball Z GT
2. Panzer Dragoon Saga 2
3. Shining Force 4 / Anthology
4. Tekken Tag Tournament
5. Streets of Rage 4

Got a game you're dreaming about for DC? Send your submissions to: hotlist@dreamcastmagazine.com and let them be heard.

FYI

- Online rumor mills and Japanese pubs have begun buzzing about the possibility of a *Daytona 2* conversion for Dreamcast later this year. We have a hunch that these rumors will pan out—but stay tuned as we learn more.

- Ever since the release of ASCII/Yukes' action title *Berserk*, US publishers have been anxious to get their mitts on it. It now looks like Eidos is the company closest to inking the deal. If it all goes through, we might see the game in the US as early as this Summer.

- Along with six other as-yet unnamed titles for 2000, Acclaim's futuristic, self-proclaimed '*Ridge Racer*-killer', *Vanishing Point* has been confirmed for release on Dreamcast. The former PlayStation exclusive is shaping up to be killer competition for not only Sony's *Gran Turismo 2*, but Sega's own imminent *Sega GT*. More details next issue.

- The latest from Japan: Sega is hard at work on developing an updated version of *Virtual On: Oratorio Tangram*, which will include improved battle gameplay and other features.

- In other *Virtual On: OT* news, we've heard that although SOJ may pass up the opportunity to bring the game to the US (due to the cost-factor of Sega's 'you-need-'em-to-play-it' peripheral Twin Sticks), third-party publisher Infogrames is looking into giving US gamers a taste of the mech frenzy in Japan. Stay tuned.

- ASC Games (*TNN Hardcore Heat*) officially closed its doors in January. While the company didn't have any DC games scheduled in its immediate lineup for 2000, the rest of its titles for PC will be sold off for completion.

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DC GADGET

Sega Japan goes crunchy nutty with peripherals

No one can accessorize like the Japanese. They have the coolest shoes (certainly the tallest), bags, socks, hats—you name it, they've got it. Of course, there are also scores of utterly useless add-ons, like shoe umbrellas—but even these natty little items probably find a market somewhere: there's a whole world full of fastidious people (and shoes) who simply can't abide getting wet. So really, it's only fitting that the onslaught in Japan of various Year 2000 limited-edition Dreamcast packages (including two different *Seaman* and *Code Veronica* editions and two Hello Kitty DC fun packs) should spark the development of a whole new era of peripherals for Japanese gamers. Among the most notable are:

- **DC Millennium controllers.** Created to celebrate the passing of 1999 and the success of Dreamcast, these highly limited-edition DC Millennium controllers are standard fare technically, but they come in a range of four colors to dress up the mass-market beige console unit. Whether these controllers will make it to the US is doubtful, but they sell at online import sites for approximately $35. And they are quite nice looking, aren't they?

- **PHS Modem.** While not officially confirmed by SOJ, reports point to the fact that Sega Japan is working on a way of linking the Dreamcast to the internet using PHS cellular phones and a PHS modem. The function would allow gamers and DC owners to access iMode services from any location in Japan. Interesting.

- **DC Tuner.** Nikkei Net in Japan says that Sega is testing satellite tuners for the DC that access data broadcasts running during TV shows. Price is tentatively set at ¥10,000, or $100 US.

According to reputable online sites and import shops, a solution to the GD-swapping technique for playing Japanese games on a domestic DC, and vice versa, is about to arrive for US gamers. But you'll have to part with your system for a week or two.

Mod Squad

Modify your Dreamcast ? Oh, behave!

After four long, import-free months, US Dreamcast owners can rejoice: an international cartel of hackers has finally devised a mod chip for the Dreamcast. Much like its Playstation equivalent, the mod chip allows DC owners to play all Japanese games on their US systems (and vice-versa), completely swap- and hassle-free. The catch? The chip must be installed by a professional, which usually means shipping your $200 system off to a random address in the middle of nowhere so some guy with a beer gut and a fly swatter can poke around in your console's guts (unless you're very confident in your soldering ability, in which case you can order the chip and accompanying instructions and install it yourself). The whole process is estimated to cost gamers a mere $55-60, but this does not include postage or shipping costs (or sundry expenses that even we can't anticipate).

The good news is that Sega has no current plans to combat the sale or use of the mod chip, which means that all of these shady-sounding dealings can be accomplished within the law. Because of its belief that the GDROM format can be copied by only a few plants in the world, Sega feels sure that software piracy won't be an issue. Well, okay, Sega. If you say so.

One of the retailers offering the modification service is an online mail-order site called National Console Support (www.ncsx.com). You can ask also ask your local video games shop for other online listings. The 'change' is available only to gamers with Asian, Japanese or US consoles, and it's only for use with NTSC compatible games. At any rate, this is certainly good news for gamers who want the latest and greatest from the Far East—and for early-adopters of import systems who don't want to start domestic.

FYI

- Japanese news source Nikkei Net has reported recently that Sega loses approximately $20 on each system it sells retail. If this is true, it puts Sega very deep into the red. Sega has fired back with its own figures, which show a $1 profit on each system manufactured and sold. The debate continues.

- Acclaim has renamed Bizarre Creations' fluffy, fire-powered shooter *Furballs* a more battle-ready *Fur Fighters*.

- In January, former Sega head-honcho Bernie Stolar signed on as President of Mattel Interactive, the company responsible for virtual Barbie games (at least we know who to blame). But don't cry for Bernie. We're quite sure that he's raking in more than our entire staff (and its families), combined. Not to mention that life-sized Barbie Dreamhouse (with life-sized Barbie included) he's probably living in.

- In other *RE: Code Veronica* news, Sega has released the *Code Veronica* Limited Box in two versions: a transparent pink system with controller and VMU (labeled the 'Claire' system), and a dark blue system, controller and VMU with a S.T.A.R.S. logo. Both systems will be produced in very limited quantities (1200 Claire DCs and 800 S.T.A.R.S. DCs) and were initially available through a special online offer on Sega's site. Hopefuls entered their names in January, and winners were posted on both Sega's and Capcom's Japanese sites.

- Sega announced that over 1.5 million Dreamcasts had been sold as of January 2000. Not a bad

number, for a system out for less than six months. In Europe, the number has reached a staggering 650,000 units—a huge number for the region. Congrats, Sega.

- In December, Namco celebrated the one million mark for sales of *Soul Calibur* by posting a handful of new VMU mini-games on its Japanese website.

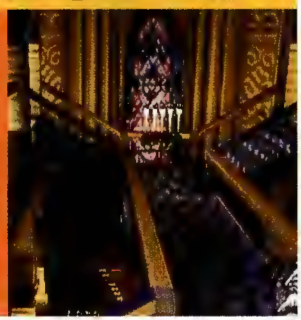
LOST IN SPACE

Reiselied | Konami | 2000

Being developed in supposed secret by Konami top dog Hideo Kojima (*MGS*), *Reiselied* has been a hopeful glimmer on the Dreamcast horizon ever since the system launched. But during the Fall Tokyo Game Show, DC owners were shocked and horrified to discover that the promising RPG was not slated to grace their favorite console, after all. Instead, the game has shifted systems in midstream and is due for a PS2 release later this year. Sob, sob.

SHOOT FROM THE HIP

FROM THE TEAM RESPONSIBLE FOR THE upcoming Interplay racer *Renegade Racers* comes a shooter aimed at dethroning *Half-Life* and *Counter-Strike* from their top spots in the game. Promethean Designs' *Picasso* takes its cue from movies like *Entrapment* and *The Thomas Crown Affair*, placing the player firmly in the boots of an art thief. Gamers will be able to choose between playing a lead male or a lead female character, and the game includes environments as diverse as an art museum and a heliport. Action, stealth, intrigue and adventure will all play integral roles in *Picasso*, which is set for a 2001 release. Expect more information on this title as we get it.



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Gear, Gear, Gear!

All the swag that's fit to print, and a bit more for good measure

As if the fame, fortune and ornamental supermodels weren't enough, we videogame journalists get to indulge in a bit of post-Christmas tchachke-collecting, to boot. This month's stash comes from our recent trip to Japan, where we raided several unsuspecting shops for all they were worth (or perhaps the other way around, considering how much cash we blew along the way). We've got clothes, calendars, and even some shiny laminated paper ("wait a minute, we paid 6 billion yen for that paper..."). But the trump card in this month's stacked deck is, without a doubt, the gloriously pink Hello Kitty Dreamcast. We all agree that there are few things that impress a girl more than a guy who plays videogames with his pink Hello Kitty and Friends DC console. Chicks dig it. Oh, and if anyone out there happens to have any extra fame, fortune, or supermodels to spare, please send them our way. Ours were rented (and you should see the late fees).

Future Perfect

The Chewy Insides Send an editor to Japan during the launch of a Sega game (in this case, the mah-valous Space Channel 5) and watch him come back with a playable demo—two weeks before its release!—one gorgeous Japanese Official DC Mag,and two mini-tees just big enough to fit a starving toddler (or a supermodel).

The Hard Candy Coating Cost: the price of a pair of sturdy kneepads. We begged SOJ for these goods. Definitely not for sale.

Team Rocket

The Chewy Insides
File under: Japan gets the coolest swag. For the release of Sonic Team's *Chu Chu Rocket*, Sega packaged the game along with a limited-edition transparent orange DC controller.

The Hard Candy Coating *Chu2* hits the US in March, but don't count on this prize to make the trip. It's available only in Japan for ¥5,040 ($50 US).

Sweet Dreams

The Chewy Insides While perusing some of the shops in good ol' Shibuya, we stumbled across these DC goodies sitting in a store window. An inflatable pillow (with feathers inside!), a plastic tumbler and a nifty DC clock for reminding you when to take a break from an all-night gaming bender.

The Hard Candy Coating Any of the items shown can be purchased through Sega Japan's website, but you'll need a credit card and a conversion chart for Yen. The pillow costs a mere ¥1500, and the tumbler ¥350. The clock? We haven't a clue, unfortunately.

Sakura Special

The Chewy Insides To those of us who were lucky enough to have attended the Sega/Red Co. press event for *Sakura 2000 Project*'s fanfared unveiling, a special commemorative hard-cover book and cellphone strap were given out. A cry of 'wa sugoi!' was heard from otakus around the world.

The Hard Candy Coating Special press items. Definitely not for sale.

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Chao, Baby

The Chewy Insides All the fledgling Naka-be's have 'em: Sonic Team tees, complete with mini-Chaos (oh, they're already mini?) marking the front and inside tag for Sonic junkies across the land. And they actually come in sizes that real people can wear.

The Hard Candy Coating A special treat for games journalists with a Naka fascination that goes beyond words. Not for sale. Or maybe for the price of your soul.

Shen-moola

The Chewy Insides After he's spent nearly ¥3 billion on development, advertising and promotion for *Shenmue*, why not help Yu Suzuki absorb some of the costs by picking up these cool, limited edition goods—a pack of postcards *(left)*, a SD-form VMU chain featuring *Shenmue* characters *(center)*, or a handy plastic CD case *(right)*? The art book *(center-top)* was given to attendees of *Shenmue* events in Japan.

The Hard Candy Coating While these amazing goods are only available in Japan (where they run rampant), you may be able to find them in your local import store within the $10-30 price range.

Music to Fly By

The Chewy Insides
A complete soundtrack to a gaming masterpiece, featuring two discs sporting nearly 60 orchestral jewels for your listening pleasure. A must-have for real fans (you know who you are).

The Hard Candy Coating
Available at most import game shops for the cheap (and approximate) asking price of $25.

Eternally Yours

The Chewy Insides What more could an RPG fan want besides a slightly flimsy, totally useless *Eternal Arcadia* laminated paper holder? Okay, they could maybe want the game and something...oh, I don't know, *useful*, but we won't argue.

The Hard Candy Coating
A gift to our editor from the *Eternal Arcadia* team, we're not quite sure if they're available for sale in Japan.

Hella Kitty

The Chewy Insides Email... the last frontier for Sanrio and its infectiously cute mascot, Hello Kitty. And with Sega's Hello Kitty limited edition DC package, the magic of email, too, will soon be trapped like a rat beneath the monstrous paw of this red-ribboned feline. Included in the box:
DC Keyboard, VMU, one controller, DC console, Dream Passport disc with special email functions, and a copy of *Hello Kitty Garden Panic* puzzle game. Comes in blue (for boys!) or pink.

The Hard Candy Coating
The entire package will cost you approximately ¥36,540 ($360 US). Price does not include dentist bills for subsequent fillings of cavities caused by overexposure to sticky sweets.

In the bustling metropolis of Shibuya, Japan, the sight of a giant screen glued to the side of a skyscraper showing images of Skittles-colored aliens and a plastic-skirted heroine doesn't even cause a raised eyebrow. *Cool.*

Space Channel Surfing

Moroliens touch down in Japan, and ODCM is at ground zero

Hardly a weekend passes by in Japan without the launch of a new videogame on the streets of Tokyo. It goes like this: a stage is erected and emblazoned with the game's logo and graphics. Then, the super-cute promo girlies—usually dressed as game characters—bounce out and shriek hysterically at an audience of decidedly un-hip male gamers (who are mostly hiding in bemusement behind the viewfinders of their video cameras) as if they've all been suddenly turned into Beatles.

But there are launches and there are *launches*. And the roll-out of Sega's ultra-hip, dance-'em-up *Space Channel 5*—as witnessed by **ODCM** just a few weeks before the game went on sale—was on a truly blockbuster scale, bringing Tokyo traffic to a near-standstill. The famous neon skyline of Hachiko Square in shopping mecca Shibuya served as a backdrop for the Jumbotron, a ridiculously huge, ridiculously new, backlit demo-screen, which covered almost one entire side of a building.

Space Channel 5's heroine Ulala—a game character who's sexy and chic enough to make Lara Croft consider a career stacking boxes—was, of course, the star of the show. Her real-life persona/person danced and strutted on a nearby stage and was projected onto the demo-screen, where she was joined by the charismatic duo of Sega head honcho Irimajiri-san and the game's producer Tetsuya Mizuguchi at the climax of the event.

But oddly enough, it was a troop of life-sized dancing Moroliens (*Space Channel 5*'s teletubby-like aliens) who really made the news: sort of. One of Tokyo's biggest daily newspapers arrived on stands with a clever spoof coverpage, which depicted an army of Moroliens dancing through Tokyo's streets beneath a headline declaring a state of emergency. Of course, the truth wasn't any less strange.

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FYI

• Shortly before the release of *Shenmue—Chapter 1: Yokosuka*, creator Yu Suzuki announced that subsequent chapters will include less speech and text in favor of communication through facial expressions and physical gestures. Sounds like a good idea to us, as this change will allow absolutely anyone, including young children, English speakers and animals (okay, maybe not the last one), to understand and enjoy the rest of the series. The next four-chapter installment is set to begin with *Shenmue—Chapter 2: Mainland China*.

• In other *Shenmue*-related news, it's estimated that Sega will spend approximately ¥7 billion (roughly $70 mil US) on the entire *Shenmue* series. This amount reportedly includes advertising and promotion costs, in addition to the bill for actual development. *Chapter 1: Yokosuka* alone has set Sega back approximately ¥3 billion—ouch (but keep this sum in perspective: Square shelled out $30-40 million on *Final Fantasy VII*).

• Genki (*Tokyo Extreme Racing*) is currently working on a new platformer named *Super Magnetic Niu Niu*. A cartoonish

affair, *Niu Niu* features a lead robot character with attacks that range from a dash attack to a magnetic shield. The game features 21 different stages spread across four worlds. *Niu Niu* releases on Feb. 4.

• The recently formed Japanese developer Cavia, Inc. has announced its intention to begin

publishing and developing games for multiple platforms (Dreamcast included) based on anime franchises. Cavia already has titles based on *Mononoke Hime* (*Princess Mononoke*) and *My Neighbor Totoro* in the works for release in 2001.

UNDER THE GUN

Undercover's femme fatale aims home

Four years in development achieving some very lofty goals, Japanese developers Pulse Interactive are at work putting the finishing touches on *Undercover 2025AD Kei*, a 3D action/adventure game aimed at rivaling Square's *Parasite Eve* and Capcom's *RE: Code Veronica*—and in more than just the cheesecake department. At the forefront of the game stands Kei Sameshima, a well-armed detective in the Tokyo Police Department, who is sent on assignment to ferret out the heads of various crime syndicates. The game spans several different areas including a bustling metropolis (Tokyo), a waterfront in which Kei will be able to pilot a boat (Bay Area), and a gambling den (Casino).

The main draw, besides Kei's ability to interact with a mulititude of important characters, is your chance to control a number of different vehicles and equip yourself with a ton of various weapons. Therefore, you can expect to land behind the controls of, say, a helicopter, while chasing down crime bosses with an Uzi. And with Pulse throwing in names like DJ Gomi (*Space Channel 5*) for the soundtrack and Kenichi Kutsugi (manga artist) for character designs, there's good reason to expect a game beyond just an ordinary shoot 'em up.

While we haven't seen anything playable as of yet, the latest screens and art from Pulse show that much of the game will be unraveling in real-time cinemas, as well as action and adventure segments. *Undercover 2025AD Kei* should be hitting the shelves in Japan as you read this, and we've got a good hunch that the US publisher might be mothership Sega. With some big names in the mix and very promising gameplay, expect to see an in-depth preview in **ODCM** as early as this summer.

BERSERK
PUBLISHER: ASCII
DEVELOPER: Yukes
Based on a popular anime series shown on Japanese TV, *Berserk*'s medieval theme and gory fight scenes have already attracted the eye of more than one US publisher. Though a bit heavy on the amount of cinemas in the game, *Berserk* does deliver fantastic action.

Top 10 Best-Selling DC Games in Japan

SOURCE: *WEEKLY DC MAGAZINE* (JAN. 21)

1	**Berserk**	(ASCII)
2	**Space Channel 5**	(Sega)
3	**SF III: W Impact**	(Capcom)
4	**Seaman**	(Vivarium)
5	**Virtual On: OT**	(Sega)
6	**Virtua Striker 2 Ver. 2000.1**	(Sega)
7	**Xmas Seaman**	(Vivarium)
8	**Let's Play Golf**	(Bottomup)
9	**Sunrise Elyutan**	(Sunrise Interactive)
10	**J-League Let's Make Pro-Soccer Club**	(Sega)

Sonic Team's Rocket Blasts Off

Sega's multiplayer phenom hits DC with a vengeance

When the brilliant Sonic Team announced its four games in development last year, many were disappointed that a sequel to Saturn jewel *NiGHTS Into Dreams* wasn't among them.

What we got instead was *Sonic Adventure International* (yawn), *Phantasy Star Online* (can't wait!), the arcade music creation *Samba De Amigo*, and an odd, somewhat homely (yet insidiously compelling) game named *Chu-Chu Rocket*.

It turns out that *Chu2* (as labeled by fans) is the best thing

Sega's finest online moment of '99 is on its way to the US this March.

since, well, *NiGHTS*. The concept is rather simple: place arrows on a 2D playing field to lead a maximum amount of 'Chus' (mice with an IQ of—well, mice) into rockets, while keeping them safe from black holes and evil cats. The cats, in addition to munching Chus, destroy rockets when they run into them and thus need to be redirected as well.

The single-player Puzzle mode with its 100 missions is pure brainteaser that will challenge every last bit of your intelligence (unless you're a lot smarter than we are). Although no action—in the orthodox sense of the word—is involved in this mode, it's one intense experience.

While the multiplayer game is already a blast against three computer-controlled enemies blessed with top-notch AI, competing against up to three humans will make sleep a thing of the past. Whoever saves the most mice wins!

Chu2 is so fresh and odd that it looks more than anything like the mutant offspring of the Beatles' Yellow Submarine and Scrabble on rocket-fuel. The US version should hit store shelves in the coming months (probably by the time you read this) but if it's released without the original's online compatibility, heads will roll at Sega. We promise...In the meantime, check out the demo on this issue's GD-ROM, and experience the frantic weirdness for yourself.

IMPORT OF THE MONTH

Shenmue (of course)

Garnering decent applause from the respected Japanese gaming pub *Weekly Famitsu*, Yu Suzuki's *Shenmue* scored 33/40 upon its December release. As one of the most anticipated games in Japan, the three GDROM set (which includes a *Shenmue* Passport GDROM as a fourth disc) also saw one of the most successful preorder campaigns ever. Hop on over to our 2000 DC *Coming Soon* feature for more news.

Atlus' hack'n'slash surprise *Maken X* gets the **ODCM** treatment

X Marks the Spot

When Atlus announced an unusual, first-person action game called *Maken X*, critics were skeptical. It seemed unlikely that a company renowned for its quirky, yet popular RPGs would be able to pull it off. But *Maken X* surprised everyone. How did it happen? ODCM stopped in for a chat with creators Cozy Okada (Director of R&D) and Kazuma Kaneko (Art Director) for answers.

ODCM: Why did you choose an action game, not an RPG?
Cozy Okada: We have never been focused on developing only RPGs with the *Megami* series. From the beginning, we were always thinking of how to introduce more interaction into our games using the *Megami Densetsu* world. As one of the oldest and most famous series in Japan—starting on the 8bit Famicom!—we simply felt we were still too limited to take it to the next level. But when Sega gave us the specs of Dreamcast, we knew we finally had the capabilities to design the type of game we wanted to. Thus, *Maken X* was born.
ODCM: Where did you get the idea for *Maken X*?
CO: Mainly from the *Megami* series itself. All our efforts were focused on the idea of Maken, right from the beginning. **Kazuma Kaneko**: The hero in *Maken X* is a legendary blade called 'Maken', or 'Magic Blade'.
ODCM: It wasn't inspired by *The Matrix*, for example?
KK: That movie is quite recent. **CO**: Yes, [when] it was released, the project was almost done. But I would love to have seen it much sooner! (*Laughs.*) **CO**: During all these years, we've been building a complete world with the *Megami* series, developing such concepts as the *Soul Hackers'* network (Sega Saturn), the Messiah theme, etc. When I went to see *The Matrix*, I was surprised to see how many similarities there were with our project. If *Maken X* were to be adapted into a movie, it would be very like *The Matrix*.
ODCM: What is *Maken X* about?
KK: In a word, power—not in terms of strength, but rather intelligence: how the player reacts to the environment in order to triumph. Maken X is the true hero of the game. It's a legendary blade, like Excalibur or the Muramasa.
ODCM: Will the US version be different?
KK: The graphics will change, in order to take into consideration a few cultural points that could be harmful. Concerning the game options...**CO**: No, they are the same in both versions. **KK**: The most difficult part of US localization is the sound. Since all characters have spoken dialog, it must be recorded in English.

"Maken X is the true hero of the game." –Kazuma Kaneko

The X-philes: Cozy Okada (right) and Kazuma Kaneko (left).

ODCM: What do you think about the other first-person action titles in the US? :
CO: This game is different—I really want to note this clearly. *Maken X* may look similar to *Quake*, for example, but the gameplay is totally different. In Quake, you shoot enemies from a distance. *Maken X* is more technical, more interactive. Plus, the story is important. In a classic first-person action game, you have an unique scenario and when you finish the game, it is over. *Maken X* has a genuine multi-story system. It is not a simple choice of 'Yes' or 'No' in a dialog box like some games. Depending on who you have brainjacked, encountered or fought, the story is always changing in real-time. You can also decide not to fight, and simply slip away. So each time is different.
ODCM: Which game do you wish you had made?
KK: I personally wanted to make *House of the Dead 2*. I love the atmosphere! I also like *Robot Taisen*. I can't wait until the release of the DC version. **CO**: For me, it's *Zelda*—the 8bit version and *Zelda: Ocarina of Time*!

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FYI

• Rumor or not, it's been said in the Japanese press that Sega Japan intends to release a satellite tuner for Dreamcast within the next year—with a price tag of ¥20,000 ($200 US). The tuner will enable DC owners to receive data transmitted directly from a broadcasting satellite.

• Sega has teamed up with NEC to deliver a special GDROM

capable of turning your Dreamcast into a MegaDrive (Genesis) and PC Engine (Turbo Graphix-16) emulator. Slated to begin in February, the GDROM will allow DC owners to download 16bit NEC/Sega games like *Bonk's Adventure* directly into the DC for one-play sessions costing ¥100-300 ($1-3 US) per game. Downside? When you turn off your DC, the game is erased from memory.

• Sega has confirmed its intentions to bring a port of the Saturn version of *Virtua Cop 2* to DC. It'll be a straight port, but Sega intends to enhance graphics to accommodate your Dreamcast's more powerful

hardware. Get your lightguns ready: DCVC2 debuts on March 2, for ¥2800 ($28 US).

• Developer deities Treasure have committed to releasing a GDROM in Japan stuffed with ports of its older 16bit MegaDrive classics. It's not known whether the games will be enhanced, but who really cares as long as you can play classics like *Gunstar Heroes* on your DC?

• Japanese gamers who preordered a copy of *Resident Evil: Code Veronica* are the new in-crowd, thanks to Capcom. A special ID tag will be given to consumers who preorder, along with a limited edition version of the game featuring special title screens and packaging.

Boy meets Virtual Girl

Dreamcast becomes the hot spot for dating in 2000

Although it was never released in the US for any platform (barring an ill-fated PC attempted for PM2), the *Princess Maker* series has enjoyed plenty of success in its native land—for reasons that only a Pokemon fanatic with a penchant for underage females can truly understand. But lucky for importers (and the aforementioned deviants), the resource-management sim *Princess Maker 4*, in which players raise an adopted daughter from infancy to womanhood, is on the way to Dreamcast—courtesy of Nine Lives, the company responsible for *Princess Maker 3*. *(Whoops, only eight lives left! –Ed.)*

So far, little is known about the fourth installment in the *PM* series, but you can expect to be able to choose your little girl's diet, schedule and future career. If you're a good father, you'll raise a princess—but bad daddies will rear a dreaded minx of darkness (complete with leather lingerie and a mouthful of naughty innuendo, we're sure). *Princess Maker 4* is scheduled for a July release in Japan.

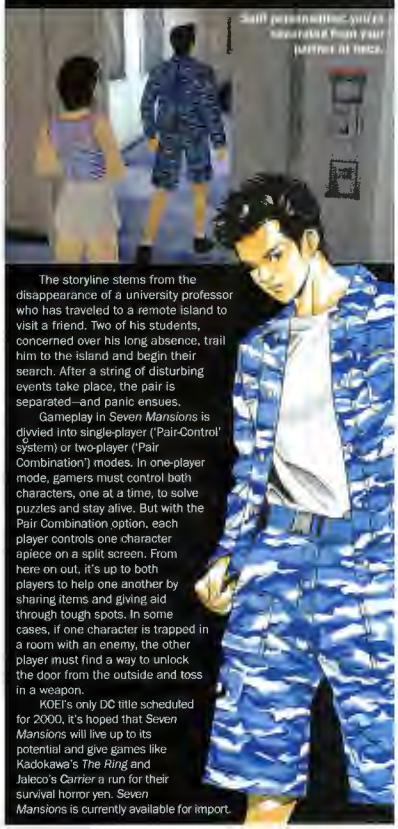
In the same sim-related vein, NEC Interchannel will finally release the second chapter in its wildly popular series, *Sentimental Grafitti*, at the end of March (just missing the one-year anniversary date of its Saturn predecessor). In the original, you play a high school student who receives a mysterious, anonymous love letter, and begin a chase to figure out who sent it (the grueling detective work includes dinner and dates with twelve girls from your past to find out who the author is). The sequel promises extended gameplay length and more dialog. Romantic hijinks and comprimising positions will most likely ensue.

While the likelihood of either of these titles making it Stateside is slim to none, you lucky (or lonely) importers may want to start brushing up on Kanji. Your Japanese Dreamcast is suddenly the place to grab a date—or to raise one.

Unlucky Seven

KOEI serves up a new piece of survival horror pie with *Seven Mansions*

An offshoot of a well known PlayStation series, KOEI's *Seven Mansions* (*Senritsu Bisho* in Japan) is riding the current wave of survival horror-type adventure games set to flood the DC market in the coming months. But *Seven Mansions* floats a longer board (so to speak) than most of its competition, in the form of an unique two-player mode.



The storyline stems from the disappearance of a university professor who has traveled to a remote island to visit a friend. Two of his students, concerned over his long absence, trail him to the island and begin their search. After a string of disturbing events take place, the pair is separated—and panic ensues.

Gameplay in *Seven Mansions* is divvied into single-player ('Pair-Control' system) or two-player ('Pair Combination') modes. In one-player mode, gamers must control both characters, one at a time, to solve puzzles and stay alive. But with the Pair Combination option, each player controls one character apiece on a split screen. From here on out, it's up to both players to help one another by sharing items and giving aid through tough spots. In some cases, if one character is trapped in a room with an enemy, the other player must find a way to unlock the door from the outside and toss in a weapon.

KOEI's only DC title scheduled for 2000, it's hoped that *Seven Mansions* will live up to its potential and give games like Kadokawa's *The Ring* and Jaleco's *Carrier* a run for their survival horror yen. *Seven Mansions* is currently available for import.

RINGING THE CHANGES

FOLLOWING IN THE FOOTSTEPS of Square's *Parasite Eve*, the Japanese company Kadokawa plans to translate a popular series of novels into an interactive adventure for Dreamcast owners. *Ring* chronicles the investigation of a string of bizarre deaths, which seem to be caused by watching a mysterious horror movie. Is it a curse? Or a virus?

The popularity of this storyline in Japan is well-proven. In the '90s, for instance, a hit series of movies followed the exploits of a young hero who had, himself, watched the horror movie in question and was given only ten days to find the cause and the cure before he died. Kadokawa's console contribution tweaks the details a bit. It takes place in the US, where a young scientist named Meg discovers that her friends and colleagues are dying from unknown causes. The only thing that they have in common is a videogame called *Ring*. To figure out what's going on, Meg decides to take the plunge and play the game. From this point onward, the game is split into two separate sections: the real world and the virtual world within *Ring*.

Gameplay mimics the *Resident Evil* series, with Meg exploring both worlds while fending off ghouls and zombies with the help of her handy-dandy weaponry. Items also come into play (some are only usable in the specific worlds they're found in). Lighting will also play an important role in *The Ring* (a la *Silent Hill*), with enemies being attracted to Meg's flashlight in dark areas. It all begins in Japan at the end of February.

Recent Releases

The drought in DC gaming has now been quenched with a slew of new titles, including *Shenmue*. But what other games have bounced off Japanese shelves? Read on to find out what notable titles are now available for import.

Bangaioh | Treasure

WHAT'S THE DEAL?

Treasure's much-anticipated shooter finally hit Japanese DCs in December—and it didn't disappoint. Frenetic, fast-paced 360° shooter action that fans swear by. Check it out.

D2 | Warp

WHAT'S THE DEAL?

Warp's labor (and labor and labor) of love has finally been released, and the result is intriguing, if not a little slow-paced. As Laura's swan song, it's worth a look.

Roommania #203 | Sega

WHAT'S THE DEAL?

DC's first life-sim has finally arrived. It's up to gamers to control the life and times of a young man named Neji Taihei by manipulating his living environment: a 15-by15 foot studio. Cool.

Virtual On: Oratorio Tangram Sega

WHAT'S THE DEAL?

With perfect scores awarded to it in Japan, *VO:OT* is arcade port perfection, but Twin Sticks are a must.

Treasure Strike | KID

WHAT'S THE DAMAGE?

Strange but engaging, KID's action game Treasure Strike features a whimsical tale of treasure hunters and legendary spoils. As either a female or a male treasure hunter, you must battle your way through a hoard of stages using ARMS, tools for digging that also double as weapons. The Adventure Mode follows your progress in search of the Lotus, a treasure said to grant its owner unbelievable powers. But it's the four-player Battle Mode that's sure to get gamers interested. Split-screen and internet play are available in Japan.

Rainbow Cotton | Success

WHAT'S THE DEAL?

With gameplay mimicking Nintendo's *Starfox 64* (forward scrolling, 360° movement), Cotton stars a cute witch whose skills include both shooting and magic. Relying on her trusty feline companion, Silk, Cotton can aim and fire off spells belonging to all the different elements. During the game, if Cotton is knocked off her flying broom, she'll have to foot it until she can grab another—a device which further diversifies gameplay.

Puyo Da! Compile

WHAT'S THE WORD?

Compile's cutesy characters pair up with a dance beat in an off-the-wall dancing game to rival Sega's own *Space Channel 5*. Though it's more in step with games like *Bust-A-Groove* than with SC5's rigid 'Simon Says' gameplay, *Puyo Da!*'s quirky premise and memorable cast has niche game written all over it.

*If you're too lazy to go online and see this awesome game for real, here are some motionless, four color dots on 20lb, 30% recycled paper that do this game no justice whatsoever. For example, frame 2 can't show how the game got tired of playing pattycake with you, blew past and made you snort tailpipe for miles. Or how you can modify steering, suspension, gear ratios and tires on 19 different rigs for varying weather conditions on 16 tracks. Or that your trail brake powerslide on turn 8 slung enough gravel to start a Ready Mix factory. So stop putzing around and see it for real at sega.com/games

► I took turn one in a full powerslide doing about a buck ten, the smell of burning rubber and gasoline still scorching my nostrils. Or maybe it was the chili colorado burrito I had for lunch. My blown 2 litre, 300 hp 4 was howling like a jackal begging to be cut loose. But I knew this course. At these speeds one false move, you lose control and turn yourself into a high protein smoothie. So I left it in third and bided my time. Then Mom came in. By the time I convinced her I didn't know HOW MY REPORT CARD GOT IN THE TRASH, WE WERE IN TURN EIGHT. I DRIFTED ACROSS THE APEX, AN ANGRY CLOUD OF DIRT AND ROCK BOILING OUT BEHIND MY RIG. I CLIPPED A CORNER MARKER AND IT BLEW AWAY LIKE A RED KITE IN A HURRICANE. I CORRECTED AND NAILED IT DOWN THE STRAIGHT: 120, 130, 140. BLUE SKY, THE GREEN OF THE TREES, AND THE FACES OF THE CROWD BLURRED INTO A SOLID WALL OF MAD SPEED. THEN I HIT THE GRAVEL... sega.com/games

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With a bit more DC experience under its belt, Sting has released a much more evolved role-playing experience with *Evolution 2*. With highs level of interaction and fixed dungeon layouts—finally! A Dreamcast RPG has come down from the trees.

Mutate & Survive

Sting's RPG *Evolution* climbs another level

With the US release of the original (courtesy of Ubisoft) still fresh in gamers' minds, Sting has slipped a sequel to *Evolution* under its belt with the Japanese release of *Evolution 2*. More than a follow-up, it's a fulfillment of the company's initial development goals for the RPG—including many vital ingredients of design and gameplay that were compromised in the first version, due to pressure to release the title in time for the Japanese DC launch. Now, in its second incarnation, the game's evolution is complete.

The center of *Evolution 2*'s ingame world is the town of Museville. More townspeople have been added (interactions with whom will affect gameplay), as well as several new shops from which characters can buy goods. And although the map still includes only one actual town, gamers familiar with the original will be gratified to see the new version's expansion of environments outside of dungeons, including interactions that make *Evolution 2* play more like a traditional RPG and less like a mere dungeon crawler.

But the most marked changes are in the dungeons themselves. No more randomly generated dungeons and traps: Sting has incorporated bigger mazes with fixed designs, so players can cruise through previous dungeons with a good idea of the layout in mind. Fixed dungeons also allow for events to take place during exploration—and for a new camera view of the action, as well (instead of the overhead viewpoint used throughout the original, *Evolution 2* implements a much more active camera which follows closely behind party members).

The game's system for finding items and opening chests within dungeons have been similarly modified. Treasure boxes are now hidden, and additional secret items can be found by using the VMU during gameplay and through special mini-games. While the battle systems have remained roughly the same (with FP and TP points determining which skills you can master, among other things), many of the new features help to make *Evolution 2* a stronger title.

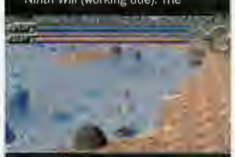
RPG fans who might have been disappointed by the original game's shallow traits would do well to give the sequel a shot. Of course, there's no news yet on when (or whether) Sting's new brainchild will make it to these shores—but keep those fingers crossed.

FYI

• Capcom Japan has confirmed that it is currently hard at work on a brand-new, original RPG for Dreamcast. Though no hard details are known about the title, expect it to take shape in the coming months.

• With news flying about concerning the much anticipated *Sakura Taisen 3*, we mistakenly claimed that the new chapter in the series would boast a new male lead. How wrong we were. Blame our translators, but Ogami Ichiro, the hero from *Sakura 1* & *2*, does return—and is the only returning character in the cast. While Sakura herself stays in Japan during Ichiro's trip to Paris, she will keep in touch with him via the VMU to make sure he's behaving. And with a plethora of new ladies to help save Paris, Sakura will have to keep a close watch on Ichiro.

• Fans of NEC HE's simulation/RPG *Seventh Cross* should take note—the company is hard at work on the game's second incarnation, *Seventh Cross: Ninth Will* (working title). The original should now be out on US shelves, courtesy of UFO Interactive and Tommo, Inc.



• Hudsonsoft announced it is developing an online RPG for Dreamcast (tentatively titled *Runjeid*), to rival Sonic Team's *Phantasy Star Online for 2000*.

• Japanese developer, Quest, is rumored to be working on a Dreamcast version of its N64 strategy RPG, *Ogre Battle*. Nothing official, yet. We'll keep you posted.

More action than a bag of cats, and more than a turnbased affair. *LB* is headed home soon.

Blade Unsheathed

East meets West in one of the first US-developed DC RPGs, *Legend of the Blademasters*

When US publisher Ripcord Games announced that it would be shifting its focus from the PC world to console gaming, Dreamcast became its first target. And the first game out of Ripcord's gate is the US-developed RPG, *Legend of the Blademasters*.

Taking place in a 3D universe, *Blademasters* contains a rich fantasy world in which political strife has (once again) caused the downfall of the ruling empire, and given rise to a land filled with chaos and war. In the resulting mayhem, a young man named Erik stumbles across a magical blade and unwittingly becomes the hero in a struggle against five 'Guardians' seeking to claim the sword for themselves. In all, there are seven blades which, when collected, grants their owner the ability to control the world. Not exactly great news for Erik, but certainly a great opener.

Despite its anime-influenced character designs, the battle system is skewed to action, featuring real-time combat and a flexible camera system which can switch from an overhead view to behind-the-back cinematography (a la *Zelda*). And gamers can also expect big things in the multiplayer department, with up to four different characters available for simultaneous play in *Gauntlet Legends*-type gameplay. Expect *Legend of the Blademasters* to hit home sometime in March.

Earth Angels

Global A's *Innocent Tears* puts a new spin on that old favorite, Judgement Day

Hoping to bring some life to Dreamcast's strategy RPG genre in Japan, Global A Entertainment has thrown its hat into the ring with the decidedly bizarre title *Innocent Tears*.

It's the story of a battle between Earth-bound angels, who've taken up residence in the post-apocalyptic setting of Tokyo. As the world is being devastated by fires, floods and other garden-variety Judgement Day disasters, angels begin to appear to the survivors. But much to the dismay of humanity, this isn't a benevolent heavenly host. Instead, the winged creatures begin to hunt down, kill and even (gulp) smorgasbord the hapless sinners. In protest, a small sect of angels decides to unite and revolt—including an angel named Harkuaki, who is seeking to save not only humanity, but the woman who was once his lifelong love. And so, the ultimate battle begins.

As if the end of the world wasn't enough, angels turn deadly!

With its 35 'stages', the battle system of *Innocent Tears* is clearly modeled after other grid-based field combat titles like *Shining Force*. Players must build up their parties of angels and choose actions during set turns for each character. Depending on a character's stats and abilities, a player may be able to execute several moves during a turn and even to use the environment to defeat the enemy; new skills and spells can be acquired when a character levels up.

With its complex storyline and some very intriguing features, *Innocent Tears* hopes to shine brightest among its (admittedly) sparse Dreamcast competition. Look for a release this spring in Japan.

ILLUSTRATION BY ASEL

PEN AND PAPER

Dear Fantasy Zone:

I've got a bunch of questions for you. Will Sonic and the gang ever be in their own RPG like Mario was in *Mario RPG*? With *Shenmue* and all the other RPG games coming out for the Dreamcast, do you think they will last long since Playstation 2 will be coming out in Japan pretty soon? When will *Black Matrix Advanced* be out? Do you have any idea what *Lunar 3* will be about, since it will be in Japan before the US?

Kelvis Su Ham
squirtleman@juno.com

ODCM: You've come to the right place, Kelvin. Though nothing has been announced concerning a 'Sonic RPG', rumors began before the release of *Sonic Adventure* with Yuji Naka referring to the game as 'Sonic RPG' (because of its story elements). But no upcoming Sonic titles will be role-playing skewed. Bummer.

As for *Shenmue* and any of the other RPGs and PS2–well, that's a matter of opinion, Kelvis. The first chapter of *Shenmue* is only the first in a line of titles that Sega is planning, and if it's any indication of how the series will go, we're pretty excited—and so are plenty of Japanese gamers. And let's not forget *Eternal Arcadia* and *PSO*. But what the upcoming 'system wars' should do for us, RPG fans, is ensure that there will be plenty of games around for us to play. So no worries, Kelvis.

Unfortunately, *Black Matrix AD* has been nixed for a US release. But if you're up on your Japanese and you have an import DC, the game is out in Japan and ready for play.

The fate—and indeed, the nature—of *Lunar 3* is still hanging in the balance. We currently know nothing about it, and it hasn't even been confirmed as a title in existence (although we're plenty sure it is). We'll have to wait awhile for Game Arts to show any of the DC cards that it's got up its sleeve: and that includes *Lunar 3*.

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Presumed Guilty

Arc Systems is up to good—again. This is one sequel that a parent game can be proud of.

While Arc Systems may not be the name on every 2D fighter's lips, after one look at the latest screens for *Guilty Gear 2*, they very well should be. In fact, the original in the series is pretty much the only recent 2D fighter that would actually give Capcom's best efforts a run for their money. A DC port of the game is almost a certainty.

With its upcoming spring release of *Marvel vs. Capcom 2* in the plans, Capcom is on a 2D rampage—but Arc System Works is throwing down the gauntlet with its follow-up to the '98 PlayStation weapons fighter, *Guilty Gear*. For *Guilty Gear 2*, many of the original characters have reassembled in order to discover why the 'Gears' (a race of biomechanical warriors created to regulate the use of magic), have begun to reawaken, even after the death of their creator, a villain named Justice.

The original fighter featured a host of memorable characters, and included practically all of the trademark features that could be found in a Capcom series, like air-juggling combos, chain hits, etc. But a single feature—the one-hit KO desperation attack—separated it from the crowd, by allowing players to power up their characters and, regardless of the amount of health their opponents had, knock them out with a single move. For *Guilty Gear 2*, Arc Systems has done away with this desperation attack in order to avoid throwing the fighting system out of balance.

Instead, the developer has opted for one-hit knock-down moves, as well as side-stepping counters and dash attacks. The emphasis of the game will be on combos and skill rather than on the desperation attack, with characters able to perform multiple attack chain hits and a ton of other specials.

From what we've seen of the game, expect *Guilty Gear 2* to be one of the best looking 2D fighters to date, as well. And with a near-concurrent release date for arcade and Dreamcast versions, fans will be able to test the results for themselves in April.

www.DailyRadar

FYI

• A DC port of Sega's ultra-wacky arcade 'typer' *Typing of the Dead* is expected to hit shelves at the end of March in Japan. Compatible with the DC keyboard (of course), the home version will include additional modes for those who're not used to 'typing' for their lives.

• Tecmo has just released an upgraded version of *DOA2* into arcades entitled *Dead or Alive 2: Version 2000*. The upgrade has been put in place in order to rectify some of the glitches and minor problems found in the original.

• *Marvel vs. Capcom 2* tested in the arcades with 'marvel-lous' (sorry) results during the second week of January. Unfortunately for US gamers, it was only in Japan *(sob)*.

• It's rumored in the Japanese press that Yu Suzuki and his team at Sega are currently working on an arcade fighting game. As Suzuki is the 'father' of the *Virtua Fighter* series, his comment that the game will include the number '4' in the title has sent plenty of fans scrambling for more news. The rumor goes on to suggest that many of the visual techniques implemented in *Shenmue* will also be used for the mystery fighting game, including new tricks for facial expression and motion capture. Stay tuned—this is a big one, if it turns out to be true.

• Capcom's arcade shooter/adventure *Spawn* will feature a cabinet allowing gamers to insert Dreamcast controllers to play the game, fueling speculation that the game will head home shortly after its arcade release. Read more about *Spawn* in our **2000 DC *Coming Soon*** feature.

• Anime fans will be delighted to know that Sega will be releasing a new Naomi game featuring the ever loveable and divine cast of the popular manga/anime series Ah My Goddess! Gameplay follows the

form of a quiz with eight stages and new characters who haven't appeared in the manga or anime. With CG graphics and multiple answers, the game will differ depending on how players answer the questions. Expect it this spring in Japan.

The above screens courtesy of Madman's Cafe at http://mmcafe.syste.ms/.

Welcome to the New Age

One of 2000's most anticipated crossover sequels is revealed in (almost) living color—finally!

At the end of '99, fighting fans received a timely treat for the holidays in the form of Capcom's announcement of *Marvel vs. Capcom 2: New Age of Heroes*. A follow-up to the phenomenally successful arcade/DC original, *Marvel vs. Capcom 2* is set to up the ante on 2D fighting games, with a host of innovations and new features.

The most notable change from the original will be the inclusion of a three-on-three Tag Battle Mode, which allows players to switch between heroes at any time during a fight. In addition, since the game allows up to three fighters on a team, a Variable Combo system will be introduced in order to give fans a chance to triple up on three character combos—which could possibly reach into the hundreds! Think of it as a 2D version of Tecmo's *DOA2* tag team attack, with one more character in the mix. If you combine this with Capcom's plan for seamless animations and lightning-fast response times—well, we think you'll get the picture.

Aside from gameplay, Capcom will also introduce some new (and even original) faces on the fighting roster in the form of a female pirate named Ruby Heart, a monkey-girl (yes, that's right) named Son Son, and a cactus-like humanoid named Amingo. All original characters will join up on the Capcom side, along with Anakaris (*Darkstalkers*) and Hayato (*Star Gladiator 2*), among others. On the Marvel side, new faces include Doctor Doom, Cable and Iceman. But these characters aren't the only ones to appear in *MvC2*; plenty of the fighters from the first game will make return appearances as well. Expect a full preview in the next issue of **ODCM**, as the arcade and DC version are expected to hit Japan sometime around March—with a US port just waiting in the wings, we're sure.

SEGA'S GOT NEXT

The next step in the *Virtua* series takes it to the line with *Virtua NBA*

Courtesy of Satoshi Mifune (*Virtua Striker* series) and team comes Sega Sports' new arcade basketball title, *Virtua NBA*. Fully licensed and featuring some impressive graphics, *Virtua NBA* sidesteps simulation for a more Jam-like arcade feel. With two-button gameplay sporting controls for passing and shooting/blocking, court veterans can expect a game less like *NBA2K* and more like Midway's recent *NBA Showtime*.

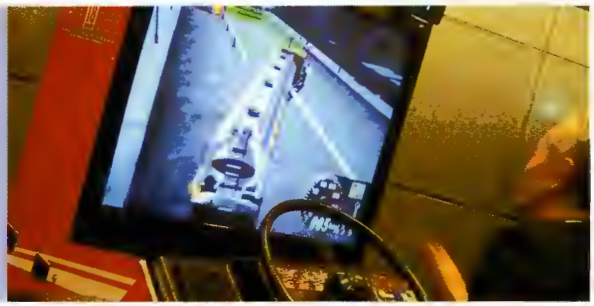
In the arcade, two-player mode is made available by linking two cabinets together in order to give each player full-screen action. But if two-player isn't in the cards, gamers will be able to choose from either single match play or even Tournament Mode (beginning the game at the Quarterfinals). The screen displays a radar at the bottom that gives players a good idea of where the

ball is on the court, along with the location of each member of the team. Players can also expect detailed and lifelike replays whenever a spectacular basket is made.

Recently released into arcades in Japan, *Virtua NBA* has a great chance to make it across the big pond not only into US arcades, but possibly onto Dreamcasts as well. Stay tuned for what may turn out to be Sega's answer to Midway's and Konami's arcade NBA titles in 2000.

KEEP ON TRUCKIN'

[illegible] of real-life sim arcade titles, which include *Emergency Call Ambulance* and *Airline Pilots*, here comes *18-Wheeler American Pro Trucker*. Yes, it's a trucking sim. In the game, players choose from four different trailers and must plow through ten stages in a journey across the US from New York to San Francisco. The cabinet includes a gearbox and a genuine 48-cm handle, while the screen displays a dashboard view complete with rear-view mirror goodies like feathers and fuzzy dice (awarded to high scoring truckers). But don't expect an arcade dash from start to finish: you have to drive with the utmost care to guard the contents of your rig. Import Dreamcast owners, a port is all but guaranteed.



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2000 DC

You're living right now

in the Year of the Dreamcast. In 2000 DC. The Apocalypse didn't happen, but our special edition Year 2000 Coming Soon feature did—and it's an armageddon forecast that'll knock you flat. In the next 22 pages, we reveal over 100 upcoming Dreamcast games, pick the brains of the brightest stars in the DC firmament, and chart the future of the hardware of the new Millennium. So what are you waiting for? Turn the page and step into the light. The future is bright...

COMING SOON 2000 DC

DC Heroes
Tetsuya Mizuguchi›››

ODCM Do you think 2000 will be a good year for Dreamcast?
Tetsuya Mizuguchi Yeah, I think so.

What kind of games will appear on DC in 2000?
I want to make fresh new games—new experiences. I want to go deep inside human emotions using the eyes and ears and maybe the body—all stimulated by Dreamcast.

What will be different about DC games in 2000?
Well, I don't think polygons are everything. Using more doesn't necessarily make a better game. I mean, the fun doesn't increase proportionately with the number of polygons! I'm chasing the next generation of interactive entertainment.

How much potential of the DC has been used so far?
Our new game is using almost 99.5 percent of the GDROM. and we're combining CD or MD music with MIDI sound—plus we're using new technologies such as ADX, running polygons over CGI.

How do you feel about the online future of the DC?
I think that if games are going to be online, they should be online-only. We'll be thinking about network games next year.

What does 2000 mean to you?
Five years ago, I felt that it would be something special. Now it just seems like another year. I don't care about 2000, but I'm interested in the future—I'm hoping it's going to change people for the better.

Do you have any New Year resolutions?
I want to go out to the desert again...

Are you excited about a technological future?
I want happy technology! (*contented juice squeezers?*)

If you could travel in space, which planet would you visit first and why?
Venus. Why? Because she's cute!

Do you believe in extra-terrestials?
I thought I saw a UFO over Tokyo in my childhood, but I think there's no reality to things like this. Anyone could be an alien to me, nobody knows.

If you had to fly off into space with only one game, what would it be?
Seaman. I'd want to talk with somebody, especially if I was alone!

In the 25th century, do you hope women will look like Ulala?
It's everybody's hope, not just me. She's a very cute girl, don't you think?

SPACE CHAN

PUBLISHER **SEGA** | RELEASE **LATE SPRING** | GENRE **DANCING**

Light up that disco ball, and get ready to shake

→How Big? What other game can boast the King of Pop as a cast member? Okay, so there's *Moonwalker*. Let's rephrase the question: what *good* game can claim Jacko as a cast member? **Answer:** This one.

It isn't going to make the braincells work overtime, but *Space Channel 5* is the coolest game we've ever seen. Its 'anchor-woman' Ulala (fans of dance music will recognize her as the long-lost CGI twin of Dee-lite's Lady Miss Kier) is enough to prove that good things come to those who wait—for 500 years, at any rate, since she's a star of the 25th century.

But *Space Channel 5* isn't cool only because of its delectable heroine. Or because of her Dee-liteful hot-pants. It features a gang of cool aliens called Moroliens, a Keith Haring-meets-Teletubbies race of creatures that have invaded our spaceport. And cool CGI '60s sci-fi backdrops, merged with realtime polygons for a unique look. But best of all, SC5 has cool music: brassy, stylish, retro tunes, with some classical themes and even a touch of techno thrown in. If there's one thing this game doesn't lack, it's funk.

So on the surface, *Space Channel 5*'s got the lot. But what's it all about? Like most rhythm action games (such as the latest Naomi addition, *Samba De Amigo*), the gameplay is based around a simplified version of

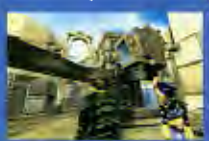
"This game is about love. So every

AGARTHA
SEGA/NO CLICHÉ · RELEASE TBA
After the successful launch of No Cliché's wunder-game, *Toy Commander*, in the US and Europe, the company is hard at work on yet another DC title named *Agartha*. While we haven't been privileged enough to sneak an actual peek at the work-in-progress, we do know that it will follow more in the footsteps of horror adventure games like *Resident Evil* rather than modeling itself after *Toy Commander*. No Cliché boast that the game will also use 'innovative character controls'.

AGE OF EMPIRES
KONAMI/MICROSOFT · RELEASE TBA
All signs point to it coming to DC, with Microsoft and Konami sharing pub duties. Microsoft's *AOE* will woo RTS fans with its tight storyline, engrossing gameplay and inventive features; and it'll be an good show-off for Sega's imminent Online Network.

ALIEN BREED CONFLICT
PUBLISHER TBA/TEAM 17 · LATE 2000
Based on an original Amiga series, Team 17's *Alien Breed Conflict* pits humans vs. aliens in an action title with adventure leanings. The team's recent efforts include *Worms Armageddon* and *Stunt GP*.

ANACHRONOX
EIDOS/ION STORM · RELEASE TBA
This futuristic fable with anime-styled characters, 100s of enemies and a *Final Fantasy*-type combat engine is a game to cross your fingers for. Expect confirmation on a DC port to arrive as soon as the PC version releases in Q4 2000.



ARCATERA: THE DARK BROTHERHOOD
UBISOFT/WESTKA ENT · RELEASE Q2
This next-gen point-and-click adventure is set in a futuristic world, where you must solve a crime in record time to avert disaster. Over 100 unique prerendered locations and tons of highly detailed NPC characters.

ARENA FOOTBALL
MIDWAY/MIDWAY · RELEASE TBA
Based on the football league operating just outside the 'rules', Midway is committed to bringing home a version of the popular no-holds-barred sport. How does arena football compare to the NFL? No boundaries, no astroturf and plenty of roughhousing.

ARENA FOOTBALL

www.DailyRadar.com

NEL 5

your groove thang.

'Simon Says.' You watch the moves made by a Morolien chorus line, and copy them when it's your turn to dance or shoot—zapping the little buggers and saving a few people while you're at it. Liberated humans become your dance posse behind you, in a kind of spaced-out, spacey version of *Fame*.

And it's great fun. It's the first product of Tetsuya Mizuguchi's team of designers working under the banner of Dept. 9, one of the cooler divisions to rise up within a revitalized and restructured Sega. Hiding out in the heart of Tokyo's fashionable Shibuya district, they've been hard at work on *SC5* for almost two years (the game was finally released in Japan in mid-December: see **DCWorld** for full story). Oddly enough, while nosing about the Dept. 9 offices, **ODCM** couldn't help noticing a signed photo of Michael Jackson. Apparently, he's a big fan of the game and asked to be included as soon as he saw it (*as an alien? –Ed.*). The developers have duly obliged.

day I am making love with Ulala!" ‹‹ Mizuguchi*

BALDUR'S GATE

SEGA/SEGA · RELEASE LATE 2000

A massive PC hit, *Baldur's Gate* isn't going to open for Sega until the online network is up and running. Handed over to Sega Japan for the port from Bioware's secret Canadian labs, the game features detailed 2D graphics set in an age of fantasy.

BERSERK

YUKES/ASCII · RELEASE Q3

Hype meets horror: this hack-'n-slash action game features a mega-sword and a hero named Gatz, who must save a village from a deadly epidemic. His 'berserk meter' is the key to special moves. Eidos is hot on this game's trail. Expect a Q3 release.

BIG BANG

PROJECT 2/RAYLAND INTERACTIVE · TBA

No date's been set for PC or DC release, but this is one impressive space shooter. Players choose an alien race or species, then bomb and blast away in missions that determine how the storyline develops. It's *Armada* with a third dimension.

BOARDER ZONE

INFOGRAMES/HOUSEMARQUE · TBA

This tribute to the snowy slopes features six boarders competing in any number of modes, with up to eight opponents admitted per track. Internet play will allow up to four different gamers to test their skills at a promised 60 fps. Set for release this year.

CARRIER

JALECO/JALECO · RELEASE SUMMER

Weird, wacky stuff is afoot aboard the carrier ship *Ark*, and an elite pair of agents are called in to investigate. It's tense, gory action with enough mutants to make an RE fan cry. Solve the mystery as Jack or his female partner—Scooby snacks not included.

CASTLEVANIA: RESSURECTION

KONAMI/KONAMI · RELEASE FALL

This beloved series begins where the 2D version left off with new 3D environments, new heroes and all the familiar foes of your nightmares. Hopefully it won't be a mere rehash of the N64 version.

*Quote has been 'enhanced' for entertainment purposes and may not be accurately ascribed to Mizuguchi-san.

SHENMUE »»»

PUBLISHER **SEGA** | RELEASE **SEPTEMBER 2000** | GENRE **ADVENTURE**

An enigma wrapped in a mystery is unwrapped...and it's oh, so lovely

→How Big? How big were the first five years of your life? This initial chapter of *Shenmue* is Sega's prologue to an epic that may never be rivalled.

Three years in the making, the magnum opus of Sega's legendary designer Yu Suzuki is the biggest and most beautiful Sega adventure yet. *Shenmue* couldn't be more epic if James Cameron (a.k.a. "King of the World") was the lead programmer and John Williams wrote the tunes.

Already out in Japan and due out in the US in Q3, *Shenmue* is carrying a good portion—reportedly, a $20 million portion—of Sega around on its back, along with all of the baggage of its unfeasibly huge development team. But no one really knows the true extent of Sega's commitment to this title. In many ways, it's a long-term experiment: a fusion of ideas that look potentially explosive, which could revolutionize the arcade adventure.

This is the first game to place players in the real heart of the action, providing an amazing degree of freedom and a virtually limitless scope for exploration. Its massive world spans the Far East, covering Japan, Hong Kong and mainland China. And there are over 200 intelligent characters with whom you can interact, i.e., converse and/or fight with.

ODCM paid Yu Suzuki a visit, to get the low-down on his labor of love just days before its Japanese release. Sketching out the structure of the game on a whiteboard, Suzuki-san explained that the story's motivation—hero Ryo Hazuki's desire to avenge his father's death—was conceived so that players could explore the island without wasting too much time.

However, he also pointed out that there's nothing to stop players from spending considerable amounts of time in certain places (the game centers and slot machine houses are sure to be favorite locations). "This type of game has never existed before, so you can't really compare to it to anything else," Suzuki-san points out. "It provides users with a virtual-reality cyberspace where they can explore a small world."

There's so much to see and do in *Shenmue* that it'll be ages before we've even scratched the surface of the Japanese version (of course, our knowledge of Japanese is pretty dismal). But with an endless Spring and a long, hot Summer between us and *Shenmue*'s US debut—we'll learn while we wait.

"I can drink Mizuguchi under the table

CHAKAN

TBA/MIDWAY · TBA

When the Forever Man stepped onto the Genesis platform, he left a deep imprint. The DC sequel travels to the nether reaches of the Underworld (i.e., Hell, folks) for an boss fights and action. Nothing yet in playable form, but check **ODCM issue #8** for an update.

CHU CHU ROCKET

SEGA/SONIC TEAM · MARCH

Check our ODROM for a sneak peek! Guide countless mice (Chu Chus) into rockets with self-aligned arrows in order to foil your opponents, then see their doom by serving hungry cats (or into their rockets for explosive results. Fast pass entertainment from Sonic Team.

CROC 2

FOX/ARGONAUT · FALL

Start with a sweet-tempered croc and add features like multiple abilities, puzzle solving, cleanness graphics and classic boss formulas, and you've got game. Released in Q1 '99 for PS, the self-proclaimed 'Mario killer' comes to DC in Q3 2000. The Chao had better watch his back.

CUT AWAY

TBA/CLASSIFIED GAMES · TBA

Meet Michael's new console development team, Classified Games. first title for DC follows the formula honed by games like *Mission Impossible* and *Metal Gear Solid*, offering espionage, terrorists and one lone hero to save the city from them all. No release date, but expect by Christmas.

OZ

SEGA/[illegible] · SPRING

Laura is back and stranded in the Canadian tundra, along with mutants and survivors of a plane crash. Polar bears or snowmobiles, can hunt snow geese and continue to stay alive. It's addictive—and its 3D battle engine is dramatically innovative. Look for it to arrive on shelves soon.

DARK ANGEL: VAMPIRE APOCALYPSE

METRO3D/METRO3D · SPRING

Metro3D's new action/RPG is taking shape as a horse of a darker color. As Anna, the female protagonist, it's the player's job to take a sword and cut a swath through enemy-filled streets rendered in 3D polygonal glory.

www.DailyRadar.com

any day of the week" << Yu Suzuki*

DEADLY PURSUIT

FOX/ITSY BITSY GAMES · FALL

Roughly modeled after Fox TV's own *America's Scariest Police Chases (egads)*, the company's action title *Deadly Pursuit* puts players behind the wheel of a cop car to show roadway criminals the business end of their billy clubs. Expect high speeds, high power and big guns.

DEEP FIGHTER

UBISOFT/CRITERION · SPRING

After developing *Suzuki Alstare Racing* and *TrickStyle*, Criterion switches gears for this underwater adventure. Features resource management options for saving your ailing submerged civilization plus high-powered action features for blowing away the opposition.

DRACONUS

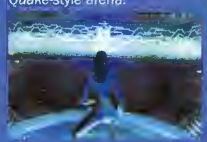
CRAVE/TREYARCH · MARCH

From the brains behind PC wundertitle *Die by the Sword*, this immersive hack'n-slash has it all. Either magic or brute physical force helps your hero battle through mission-based stages. We dig the humorous, *Evil Dead*-type dialog and gorgeous 3D environments.

DRONEZ

TBA/ZETHA GAMEZ · TBA

Take the classic, quirky gameplay of coin-op Discs of *Tron* and plug it into the DC's power, and you'll get *Dronez*. The game features fully 3D stages, polygonal characters, cool lighting, tough AI [redacted] a solid formula. Duke it out with flying frisbees of doom in a *Quake*-style arena.



ECW: HARDCORE REVOLUTION

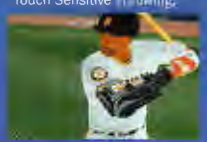
ACCLAIM/ACCLAIM · FEBRUARY

As the first wrestling title to be granted a 'Mature' rating, expect plenty of furniture-flinging, star-filled action, but don't expect incredible innovation as *ECW* will be mostly run from Acclaim's *WWF Attitude* engine.

ESPN BASEBALL TONIGHT

KONAMI/KONAMI · SPRING

Konami's deal with ESPN and Disney has spawned the first of its upcoming sports titles—a sim that promises to bring more than a lifelike Barry Bonds to the table. The fully licensed game features "Touch Sensitive Throwing."



*Quote has been 'enhanced' for entertainment purposes and may not be ascribed accurately to Yu Suzuki.

LIVE FROM JAPAN:

HANDS ON WITH SHENMUE

Well, for once the zealots were right. The hype about *Shenmue* has proven to be nothing less than correct prediction. Yu Suzuki's team has created an absolute marvel of superlative graphics and sound, set against a compelling backdrop of intrigue.

The moment you boot up the game you're sucked into a vivid, convincing model of a Japanese town, inhabited by a thriving population of solid, three-dimensional characters—all contained in your Dreamcast. They bike to work and open the store, stop to chat to neighbors, sell products to customers, wait to catch a bus at lunch, and trudge wearily home at the end of the day. Stop to ask a man a question, and he'll answer you. And if he can't, he'll refer you to one of his NPC friends. Speech is totally authentic, the sound effects are spot-on, and there are times when the incidental music is—dare we say?—*emotive*, indeed.

Shot from a stock adventure-game third-person viewpoint, the game's camera work is rock solid, and the mix of 'free fighting' and quick-press QTE sequences produce an experience as close to an interactive movie as you'll find anywhere in the best of all possible worlds. Cut-scenes are taken from multiple camera angles in order to keep repeated sequences (like catching the bus) fresh, and they always segue brilliantly back to player control.

BUT (And you knew it was coming, didn't you?). Unless you were born in Japan to Japanese parents, we say: Wait for the US release. *Shenmue* is an adventure game at heart, and if you can't understand what the characters are saying, you're missing 90 percent of the action. Still, the success of this first installment makes one point very clear—the DC is capable of inspiring games every bit as enthralling and involving as those *other* titles promised for PS2.

DC Heroes
Yu Suzuki›››

ODCM Do you think 2000 will be a good year for Dreamcast?
Yu Suzuki I do have a good feeling about this year. It's doing great in the US market, and I hope that will continue.

What do you think the next generation of DC games will be like?
If we can find fun ways to use the network, we'll see some progress there.

How much of the machine's power has been used so far?
If the libraries improve, then better games will probably come out. By the time *Shenmue 2* comes out, I think we'll be getting twice the performance out of the machine.

What was your favorite DC game of 1999?
I don't get a chance to play games that much, but the DC version of *Virtua Striker* is a great title. I recommend it. Also, I like *Puyo Puyo*.

Are there any titles that you're looking forward to next year?
Shenmue 2, although I can't say when it's coming out. Also, I'm looking forward to some US-developed sports games.

How do you feel about the online future of the DC?
Rather than network battles, I see the network's purpose as an extension for games. In tennis there are big titles like Wimbledon and the US Open. Well, we could make a ranking system for our games—through championship tournaments every six months, with different sponsors for each tournament. The first prize could be a trip around the world, or something.

What does the year 2000 mean to you?
Nothing special, it's just like any other year. In Japan we have bad luck years—and unfortunately, 2000 is a bad luck year for me. But I don't take this stuff too seriously. It's been announced that our department will separate from Sega next year, so we can say that our new company was established in 2000!

Do you have any New Year resolutions?
I would like to make this new software company the best company in the world. Not in terms of profits—we can't compete with Microsoft!—but in terms of being the best place to work and the best source of exciting new games.

Are you excited about a technological future?
I don't get excited very often. And you can often forecast what advances in computer technology will be made year by year. Anyway, the evolution of hardware usually follows the evolution of software.

If you could travel in space which planet would you visit first and why?
I would like to travel to where there's a culture—an intelligence.

Do you believe in extra-terrestials?
Yes, there's definitely intelligence out there. I think it's as obvious as a Ferrari having to be red.

If you had to fly off into space with only one game, what would it be?
Mahjong, because it's the best game in the world. The aliens would have to be pretty smart to play this one.

"I can drink

DC Heroes
Yuji Naka›››

ODCM Do you think 2000 will be a good year for Dreamcast?
Yuji Naka Of course, yes. As Dreamcast goes into its third year, many titles will take advantage of its online capabilities. I intend to fully utilize these.

How do you think Dreamcast titles will be different in 2000?
I believe that more than 90 percent of Dreamcast games will use online features.

What is the Dreamcast title you are looking forward to the most in the year 2000?
Personally, I'm looking forward to my *Phantasy Star Online* best. But I am also looking forward to seeing new types of games coming from both inside and outside of Japan.

What games are you playing right now?
Shenmue. This title really is a new type of game!

What kinds of games would you like to see more of?
Games like *Seaman*. I think it really shows a lot of originality. I would like to see more games like this, that nobody has ever seen before.

What will 2000 be like for Sega?
As you know, Sega will segregate its R&D division, and make independent R&D companies. This will give Sega's creators many opportunities to leap forward.

Are you looking forward to seeing the future with advanced technology?
Absolutely. But I am a little sad about the year 2000—I had anticipated that technology would be much more advanced than it is.

Do you believe in extra-terrestrials?
Aliens? Yes, I want to see them. I want to do something together with them.

Suzuki under the table any day of the week"‹‹ Yuji Naka*

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Quote has been 'enhanced' for entertainment purposes and may not be ascribed accurately to Yuji Naka.

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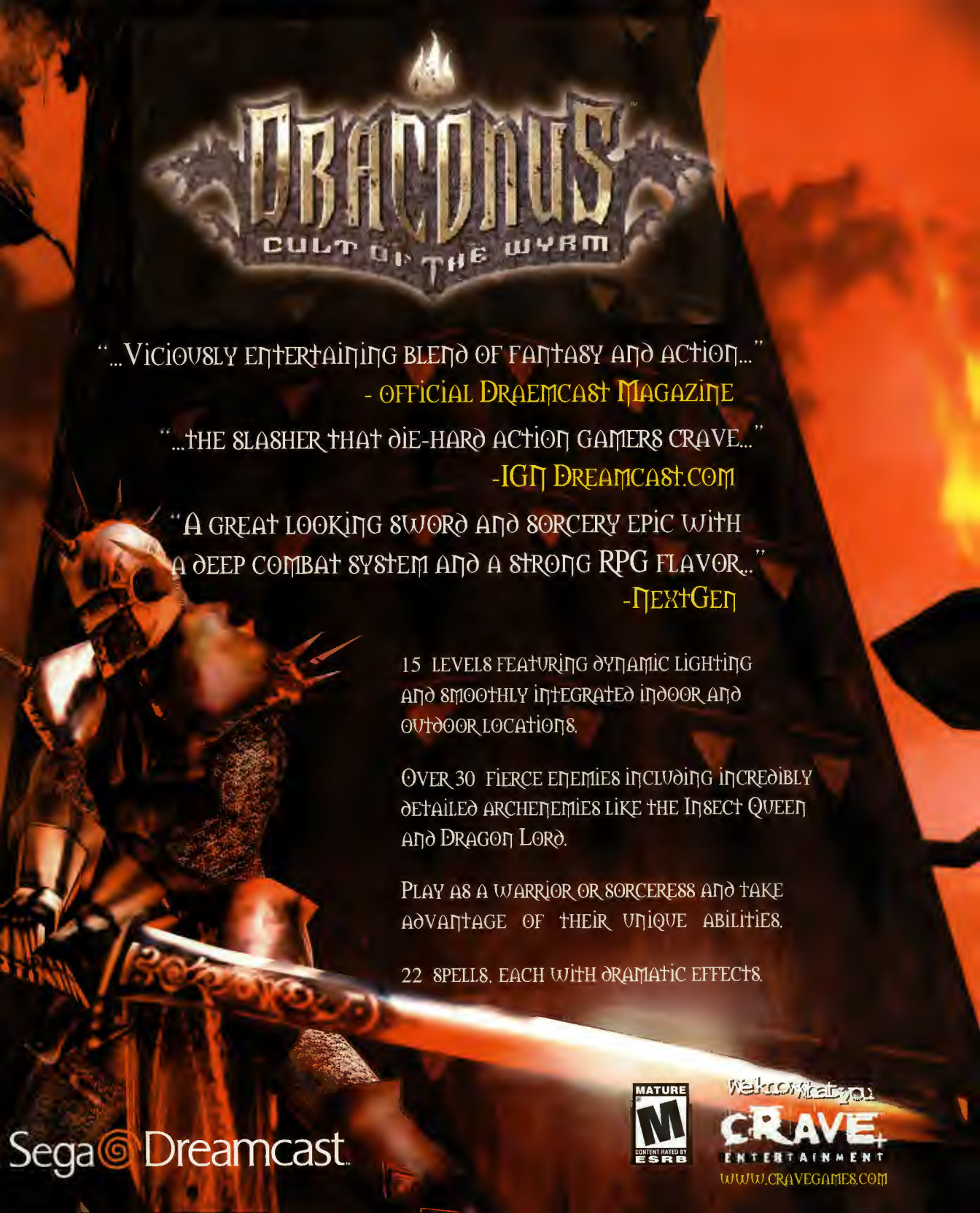

"...Viciously entertaining blend of fantasy and action..."
- Official Dreamcast Magazine

"...the slasher that die-hard action gamers crave..."
-IGN Dreamcast.com

"A great looking sword and sorcery epic with a deep combat system and a strong RPG flavor.."
-NextGen

15 levels featuring dynamic lighting and smoothly integrated indoor and outdoor locations.

Over 30 fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.

Play as a warrior or sorceress and take advantage of their unique abilities.

22 spells, each with dramatic effects.

Sega Dreamcast

MATURE M CONTENT RATED BY ESRB

Welcome to the

CRAVE ENTERTAINMENT

www.cravegames.com

ETERNAL ARCADIA

PUBLISHER **SEGA** | RELEASE **Q4 2000** | GENRE **RPG**

Sega's new flight of fancy prepares for take-off

→How Big? As the first internally developed RPG from Sega, *Eternal Arcadia* will give gamers a glimpse of what's possible for the new generation of role-playing.

You'd think that with titles like *Sakura Taisen 3* and *Phantasy Star Online* in the Dreamcast pipeline, Sega's RPG production plant would be running full tilt. But the beautiful *Eternal Arcadia* is quickly taking shape alongside them—and if your midnight oil isn't already burning, it will be soon.

What makes *Eternal Arcadia* worth getting so roused about? Project boss Reiko Kodama (who previously worked on the *Phantasy Star* series) had the answers ready for **ODCM**. "For a start, we're proud that everything from the credits onward is done in realtime—there are no movies stuck together. Also, we've taken advantage of the Dreamcast's power to create a vast sky, as this is the main feature in the game where everything takes place."

The game's scenario is much like a fantasy version of the Age of Discovery, only the ships fly rather than sail. "You decide where you want to go, and then you physically have to steer the ships like you would in a flight simulator. Soaring through the sky is an experience that we think players will savor," suggests Kodama-san with a touch of pride.

The promise of dynamic battles where "it's not simply a case of facing your enemy and waiting your turn" is enough to get any role-player pondering potential in a tried and tested system. *Arcadia*'s battle system sounds more like a free-for-all. "There isn't any distance between the characters in our game, so the fighting shown is constant, rather than in stop/start form," explains Kodama-san. "It's more in-your-face than most RPGs."

With its airborne battles, cool characters, and mysterious items like 'moonstones' waiting to be stumbled upon, *Arcadia* is sure to be a delight when it's released later this year. Now, of course, all we need is a whole new Dreamcast chapter for *Panzer Dragoon Saga*. It's never enough, is it?

DC Heroes

Eternal Arcadia Team

ODCM What do you expect the next generation of DC games will be like?
All the games that have appeared so far haven't taken advantage of the Dreamcast hardware—I'd like to see some that really push it to the max, accessing new power. Also, I'd like to see focus on a world network for the Dreamcast, and not just separate territories.
How much of the machine's power has been used so far?
What did Yu Suzuki say? *[50 percent—Ed]* **Well, we agree. 50 percent.**
What excites you about Dreamcast software in 2000?
We're very excited about the planned release of the third installment of *Sakura Wars*.
What was your favorite DC game of 2000 and why?
Guru Guru Onsen—**there's a great feeling to playing this game with four people online. We all spend entire weekends playing this, which shows how exciting the online potential is. Everyone used to underestimate this title, and now everyone's playing it!**
What games are you looking forward to?
Space Channel 5 **and** *Shenmue*. **They appeal to different markets, but both are exciting new titles for Sega.**
Do you have any New Year's resolutions?
I want to keep my home page up to date. Also, I want to pay more attention to my family. I've been so busy with this game I think they feel neglected.
If you could travel in space, which planet would you visit first and why?
I'd like to go out into space and look back at the earth—I think that must be a very special experience.
Do you think there's any other intelligence out there in the universe?
No doubt about it. If we exist, then there must be other life somewhere.
If you had to fly off into space with only one game, what would it be?
If I had three other people with me, I'd be happy with my mahjong.

"RPGs aren't just for sissies, man!" «EA Team*

EVIL DEAD

THQ/HEAVY IRON STUDIOS · **TBA**

THQ's much anticipated *Evil Dead* game is being developed by the team that worked on Square's survival horror adventure, *Parasite Eve*. It's completely 3D and features the wacked-out cast and characters of the movie, *Evil Dead*.

FELONY PURSUIT

THQ/THQ · **RELEASE TBA**

Not too much is known about this game, but it's got a cops and robbers theme with plenty of fast-paced, combat-style driving to be had. You'll get more details soon, as THQ has the title slated for release by the end of the year (if not before).

FLESH AND WIRE

PUBLISHER TBA/RUNNING WITH SCISSORS · **RELEASE DATE TBA**

Famous for its ultra-violent (to say nothing of highly controversial) PC title *Postal*, developer Running With Scissors has released minimal info on its multi-platform game *Flesh and Wire*. Premise? You're a cop with green, slimy lower extremities instead of legs (*sounds like our Art Director, Dan – Ed.*). Oh, and apparently aliens have invaded the earth for some reason too. This tentacled title comes to DC in 2000. Watch the skies!

FLOIGAN BROS.

SEGA/VISUAL CONCEPTS · **RELEASE TBA**

Two goofy teens (Helgal and Moigal) in charge of a junkyard must defend their turf from the depredations of a land developer in a series of gorgeous, hi-res stages. Lots of teamwork, great mini-games: sure to be one of the best-looking titles of 2000.

FURBALLS

ACCLAIM/BIZARRE CREATIONS · **SPRING**

Furballs takes aim with a group of fuzzy, cuddly and incredibly deadly stuffed animals. Armed with all sorts of weaponry, these plush toys duke it out in deathmatch mode or on adventure missions. Did we mention that it looks fabulous?

GIANTS

INTERPLAY/PLANET MOON · **TBA**

As one of three kooky species of aliens, players duke it out in real-time on lush battlefields. Tone varies from humorous to slightly disturbed, thanks to strange characters with stranger tribulations. Not confirmed for DC, but has a good shot.

*At least, we *think* this is what they said. The tape was garbled, so they may not have. Actually, we made it up.

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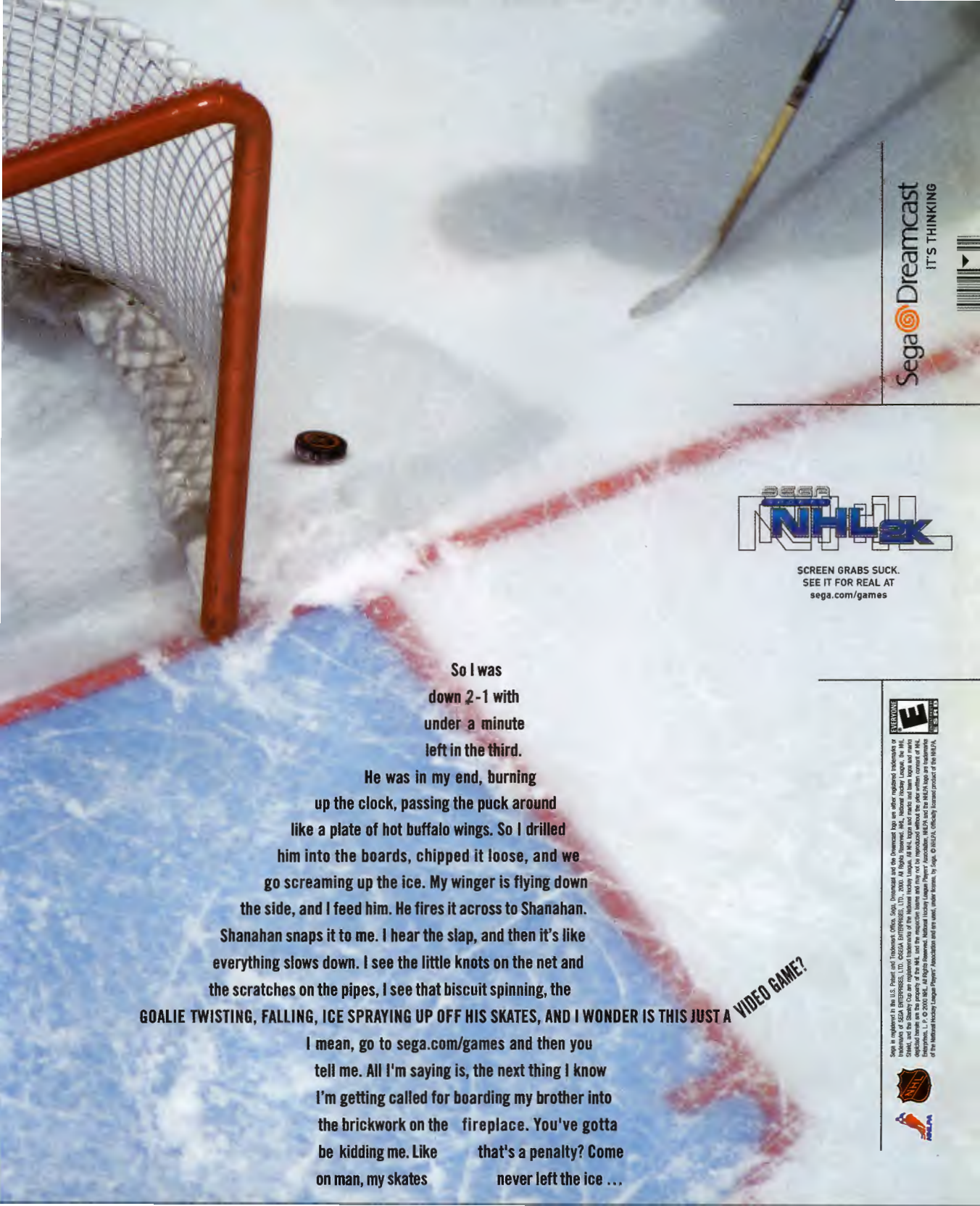

Sega Dreamcast
IT'S THINKING

SEGA NHL 2K

SCREEN GRABS SUCK.
SEE IT FOR REAL AT
sega.com/games

So I was
down 2-1 with
under a minute
left in the third.
He was in my end, burning
up the clock, passing the puck around
like a plate of hot buffalo wings. So I drilled
him into the boards, chipped it loose, and we
go screaming up the ice. My winger is flying down
the side, and I feed him. He fires it across to Shanahan.
Shanahan snaps it to me. I hear the slap, and then it's like
everything slows down. I see the little knots on the net and
the scratches on the pipes, I see that biscuit spinning, the
GOALIE TWISTING, FALLING, ICE SPRAYING UP OFF HIS SKATES, AND I WONDER IS THIS JUST A VIDEO GAME?
I mean, go to sega.com/games and then you
tell me. All I'm saying is, the next thing I know
I'm getting called for boarding my brother into
the brickwork on the fireplace. You've gotta
be kidding me. Like that's a penalty? Come
on man, my skates never left the ice ...

EVERYONE E
CONTENT RATED BY ESRB

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Get extra sauce and no cheese at Sega's new carzzeria

→How Big? *Sega GT* looks to be all that and a bag of bolts. It's got max fan impact—but after a hands-on demo arrives, we'll tell you how it truly rides.

Before you ask: no, we haven't played it yet. Or seen it up and running, for that matter. Yes, we may have traveled all the way to Japan to meet the people developing it, but with completion of the Japanese version a priority and a US model far from finished, Sega has decided to keep us in suspense—and out of the development room. So, like you, all we can do is stare at the screenshots and try to imagine them moving. (Randy, fired last episode—er—issue, tried to simulate some in-game motion by blinking furiously and shaking his head from side to side, but **ODCM** security called it an overdose and escorted him from the building).

There's *some* good news. We've bagged a load of hot new info, showing that *GT* is shaping up to be the most sophisticated Sega racer yet (yes, it even beats Yu Suzuki's *F-355 Challenge Ferrari* coin-op). For the past two years, 40-plus designers have been toiling to make this the definitive motorsport simulation. And when you consider Sega's racing game heritage, you can understand why we're more than a little excited.

"One of the biggest features that we want to push," says Hideshi Tatsuno, the man in the driver's seat/chief director, "is the 'Carzzeria' *[Like a pizzeria, but for cars. –Ed.]*. This is a fully customized car workshop where you can design cars from the ground up and create your own masterpiece of automotive engineering—right down to individual parts in the engine."

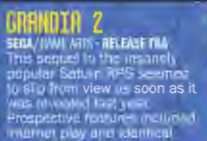
SEGA GT »»

PUBLISHER **SEGA** | RELEASE **FALL 2000** | GENRE **RACING**

GIGA WING

CAPCOM/CAPCOM · APRIL

This port of the old-school shoot-'em-up arcade game is sure to have its fans, and will be receiving the Dreamcast treatment shortly. We've played the final version and it's an arcade-perfect port, if nothing more. Lots of explosions, lots of enemies, and even a two-player option.



GRANDIA 2

SEGA/GAME ARTS · RELEASE TBA

This sequel to the insanely popular Saturn RPG seemed to slip from view as soon as it was revealed last year. Prospective features included internet play and identical cast. Now, Sega refuses to acknowledge its existence—so who knows? Is *Grandia 2* RSD bound, instead? Gulp.

GTA2

ROCKSTAR/DMA DESIGN · SPRING

A sequel to a game not known for its politeness, *Grand Theft Auto 2* is coming. As a hooligan with a penchant for theft, players get to felonize their way to victory in missions that promise to be bigger, better, faster—with much-improved graphics. PTA moms, beware!

GUNDAM SIDE STORY

BANDAI/BANDAI · RELEASE TBA

Mech lovers, unite! This tribute to Gundam might jump straight into the systems of US fans. *Gundam Side Story 0079* pits players against mech fighters with a choice viewpoint. Take aim in either view, stomp across futuristic landscapes, and unleash your sundry explosives.

HALO

PUBLISHER TBA/BUNGIE · RELEASE TBA

Here's the game that's poised to deliver—again—Xbox's third-person gore in which your cyborg warrior must limit off-screen encounters with aliens occasionally while mapping vehicles. With a multi-player deathmatch mode, it's perfect for the DC. But don't hold your breath.

HEROES OF MIGHT & MAGIC 3

UBISOFT/3DO · SUMMER

UbiSoft has teamed up with 3DO to release this strategy/RPG. Online multi-player options, detailed 2D graphics and an extensive controls menu give role-players a hand in managing stats, resources and troops.

www.DailyRadar.com

DC Heroes
Sega GT Designers

"My cars have big back seats!" << Hideshi Tatsuno*

ODCM Why will 2000 be a good year for Dreamcast?
Hideshi Tatsuno 1999 has been a big year for Sega. Doing so well in the overseas market guarantees a big market for games in 2000.

What do you expect the next generation of DC games will be like?
I'm hoping that the network will be well-used. I'm also hoping for games that the whole family can sit around and enjoy.

How much of the machine's power has been used so far?
I can see a point where the Dreamcast's power is fully exploited, but I don't think that this constant pursuit for ever-better technology is a healthy thing for game developers.

What excites you about Dreamcast development in 2000?
Graphically, it will continue to stun everybody—but I do have some concerns about the developers' environment; we have to go out and do our own sourcing from books or film. A network library of resources would help a lot and save us valuable time.

What was your favorite DC game of 1999 and why?
Let's Make a Pro Soccer Club—I like this type of simulation and its longevity.

What games have you been playing recently?
Mario Party on the N64. I can play this game with my family.

How do you feel about the online future of the DC?
I think the network is an important aspect, but the modem is a bit too slow and the server is still having problems. I'd like to see more tightly-produced software that exploits it. Something like Diablo is definitely possible.

Do you have any New Year resolutions?
Diet! I get stressed out with work.

The full implementation of original physics data from the car's manufacturers means that the slightest change in the workshop will affect the handling and performance of your car.

Comparing this level of customization to the one already seen in a game like Sega *Rally 2*'s Ten Year championship mode, for example, is, in the words of Tasuno-san, "like comparing adults to children." If you consider all of the technical configurations, there are a total of 20,000 variations possible. Simulation is so pinpoint accurate that you can design your car's performance specifically to beat the peculiarities of a friend's car—even if the other car comes from a different manufacturer (*GT* currently includes cars from nine Japanese manufacturers; the US version will add foreign cars).

Graphically speaking, *GT* is far more than a tuned-up *Rally 2*—it's a whole new level of rendering. Developers claim to have spent over a year working on the visual effects of the cars alone. The result is a game that both looks and drives like there's a million dollars under the hood—and we don't need to play it to believe it.

HIDDEN & DANGEROUS
TAKE 2/GATHERING OF DEVELOPERS · TBA
Originally an epic PC title, this World War II-based game takes storyline and immersion to the next level. Choose a team of four soldiers from a field of 40, and then do or die as you fight through to the war's conclusion. No word on a DC release date, but we'll keep you posted.

SPY OPERATION ESPIONAGE
UFO INTERACTIVE/NEC · FEB/MARCH
UFO is bringing over NEC's third-person action/adventure, newly renamed *I Spy Operation Espionage*. Guide one of seven characters, and keep tabs on other partners via split screen. *I Spy* hits US shelves this month.

INDIANA JONES & THE INFERNAL MACHINE
LUCAS ARTS/LUCAS ARTS · TBA
LucasArts' puzzle-happy, 3D adventure title (already a PC hit) provides enough meat to satisfy both fans and newcomers. Paying homage to the logic-based *Indiana Jones* titles of the past, this one should be big.

JEREMY MCGRATH SUPERCROSS 2000
ACCLAIM/IGUANA WEST · MARCH
With its superstars and superbikers extraordinaire, Track Editor, fully customizable bikes, new modes (including Free-Roam) and mo-cap movements courtesy of Mr. McGrath himself, make this one to watch for in March.

JET SET RADIO
SEGA/SEGA · SUMMER
Aside from a tentative US Summer release date and some cool demo footage, Sega's Jet Set Radio remains a DC enigma. We don't know if it's a music/rhythm sim or a wacky Cannonball-esque racer, but it's one of the most promising-looking games to hit our TVs in a long time.

JUMP RUNNER
TBA/GLASS GHOST · TBA
Jump Runner hits the space combat market with a vengeance. Sleazy messenger Ethan Fall accept a dodgy assignment to deliver a mysterious package. The receipient is murdered, and you have to end the chaos and solve the mystery. Hurrah!

*Quote has been 'enhanced' for entertainment purposes and may not be ascribed accurately to Hideshi Tatsuno.

DEAD OR ALIVE 2

PUBLISHER **TECMO** | RELEASE **MARCH 2000** | GENRE **FIGHTING**

Back by popular demand: Chicks with Kicks!

→How Big? Pretty girls who can whup your butt: a game with blockbuster potential. And it comes through with loads of options, depth and visual finesse.

If you were lucky enough to grab a copy of our last issue (**ODCM** Issue #3), you know why we're so excited about Tecmo's buxom brawler, *Dead or Alive 2*. After a successful stint in the arcades, *DOA2* is on its way home with what Tecmo promises to be an even more stunning version of the game.

What makes *DOA2* such a strong contender for the fighting crown, in the wake of the phenomenal *Soul Calibur*? The answer is subjective at best, but we can say that Tecmo takes many of the concepts from its original game (including brilliant reversals, counters and seamless polygonal models) and brings them along even further in the sequel. With newly implemented Tag Team specials, you'll be able to perform group attacks that will test even the most hardcore fighting fanatic's dexterity. Imagine a father/daughter team like the blond/buffed duo of Tina and Bass. Then imagine swapping between fighters at will during any point of the match...Okay, that's enough. Keep reading.

DOA2 also incorporates interactive environments, which impart a limitless feel to the fighting arena. Players can bust opponents through stained glass windows or launch them into a dive that ends many floors below—the fight will rage on from wherever the opponents end up.

Of course, these days, innovations can only go so far if they're carried by a cast full of ugly mugs. Fortunately, Tecmo has never been guilty of this crime. Expect to be dazzled by the brisk framerate and the smoothest-um-'animations' (read: jiggly bits) this side of, well, the original *DOA*. Boys, start saving your pennies (and mothers, think of it this way: at least you know where your little darlings are). Time is short—*DOA2* heads home in less than two months.

It's the 'fighting system' you're into... Sure...

KISS PSYCHO CIRCUS

ROCKSTAR/TOUCHED LAV
INTERACTIVE ARTS

Everyone's favorite rock n' roll star in a first person shooter complete with a vat of white makeup. Enemies and environments are designed with wild abandon—even more than usual for console games. Slick gameplay and impressive imagery.

KNIGHTS

PROJECT 2/DIGITAL INFINITY - TBA

One or two games standing up the release list from a Dutch publisher, Knights is the lesser known title which means that we know almost nothing about it. It's described as an action first person shooter, in the same vein as *Quake* or *Half-Life*. More details coming Soon.

LEGEND OF THE BLADEMASTERS

RIPCORD/RONIN GAMES - MARCH

Take an enthusiastic country boy living in a world of sorcery, dragons, and a mythical sword and put him in an RPG that clearly takes its cues from the Japanese action RPG model. With real-time combat and anime-type characters.

LUNAR 3

TBA/GAMEARTS - TBA

Okay, okay, we're serious. All we can say about *Lunar 3* is that someone, somewhere is probably working on it. And most likely, at the GameArts' studio. What we don't know everything else. Last year, Working Designs president Vic Ireland denounced rumors that the game would appear on DC in the US. Instead pic claiming it would show up on PlayStation 2 if anything. No room change of heart after the resignation of former SCE president Steve Race, increases *Lunar 3*'s chances but is it on the way? Sit tight and stay tuned.

MAKEN X

SEGA/ATLUS - TBA

Guide a young girl through her corridor-filled world, rife with enemies and bosses. To protect your [illegible] ward at your side to interact with your opponents and help you explore the alternate paths and endings within [illegible] sleeper import hit.

MAJOR LEAGUE SOCCER (WORKING TITLE)

KONAMI/KONAMI - TBA

While most gamers will recognize this soccer game by its former title, *International Superstar Soccer*, the gameplay cannot be denied: *ISS* was and is one of the finest examples of a sports game on any system. With spot on graphics and even tighter controls and team management options, the latest installment of the series should release on DC this summer according to the series makers, Konami. But little else is known at this point in time. We promise to keep you posted.

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MDK 2

PUBLISHER **INTERPLAY** | RELEASE **FEB/MARCH 2000** | GENRE **ACTION**

→How Big? *MDK2* takes a brilliant premise and runs for the hills without looking back. A dark horse in the running for action/adventure game of 2000.

M*DK 2* is the kind of game that you pick up at noon, and the next time you look at a clock it's four in the morning and you've soiled yourself (again). Unlike Lara and friends (read: clones), this is a third-person action/adventure with its tongue planted firmly in cheek. The game is split between three characters: snipe-beaked Kurt Hectic (the original hero), MacGyver-esque Dr. Hawkins, and a six-legged, gun-toting robotic dog named Max. Each provides its own unique gameplay experience, and together they vary the 25-hour-plus ride quite nicely. *MDK2* has the same fantastic sense style and humor as its PC prequel, graphics that will tickle your eyeballs, and precise, perfected control. Play the **ODCM** demo and get ready for sheer gaming bliss.

DC Heroes
Frederic Raynal ››

DIRECTOR, NO CLICHÉ

ODCM Why will 2000 be a good year for Dreamcast?
Because after such a good launch, many companies decided to start projects for it. Q1 2000 will see more than 50 new titles.

What will the next generation of DC games be like?
Games we (already) saw are first generation games; now developers know the machine quite well. And network gaming will be a mass market reality.

How much power has been used so far?
I can't give you a percentage, but just remember the first *Mario* on SNES compared to *Donkey Kong Country*.

What excites you most about DC games in 2000?
Network games. I believe that the Dreamcast will be the machine that makes network gaming very popular. You don't need to know anything about modems or server configuration—just press the network multiplayer button and play.

What was your favorite DC game of 1999 and why?
My favorite DC game of 1999 is *Sonic* (But if it wasn't our game, I would have said *Toy Commander*).

What games have you been playing recently?
I'm playing *Speed Devils* on DC and *Nomad Soul* on PC.

What games of 2000 are you looking forward to?
***Shenmue*, *Space Channel 5*, and *Chu Chu Rocket*—all on DC.**

How do you feel about the online future of Dreamcast?
As I'm aware of a lot of devs for online gaming, I can't wait for them.

What are your New Year's resolutions?
I'll stop smoking on March 15th.

What does the year 2000 mean to you personally?
The year I stopped smoking.

What are your hopes for the year 2000?
Being able to stop smoking.

Are you excited about the technological future?
Of course I am. I always have my cell phone and my Psion 5mx organizer in my pockets. We (or I, for sure) will become more and more computerized and connected. Technology like Blue Tooth will change our relation with computers.

"We French don't just make good games

MARVEL VS. CAPCOM 2: NEW AGE OF HEROES

CAPCOM/CAPCOM · TBA

Its three-on-three tag battle system allows you to swap characters at any time during the battle. It'll be coming to arcades in Q2 2000, a DC version will follow quickly. More animation than on Saturday morn ings, and muchos combos.

MAX PAYNE

ROCKSTAR/n/a · TBA

With early video of the game looking like footage from a *Matrix* sequel, hopes are extremely high. But only time will tell, as the game's pro longed development cycle and Rockstar's unclear plans con cerning a DC port have given some cause for concern. Grab a nap while you can.

MESSIAH

INTERPLAY/SHINY · Q2 2000

This Messiah has been a long time coming, but Shiny's pride and joy is finally nearing com pletion. Enjoy any hi-res are very fond of the DC, and promise additional effects for this version. It's an extremely ambitious, creative third-per son shooter—sure to turn your head and trick your thumbs.

MIDNIGHT GT

INTERPLAY/RAGE SOFTWARE · TBA

The boys who made Incoming and Expendable have finally put down the explosion pyrotechnics and tried their hand at a street rally racing game that looks quite great so far. But it's got stiff compe tition, after all it had better do more than look good.

MIDTOWN MADNESS

MICROSOFT/TURNAP · TBA

As part of the deal struck between the computer soft ware giant and videogaming software sweetheart Microsoft's road metropolitan racing game has long been rumored to be part of the line up scheduled for Dreamcast. While it's still to be seen, it still may happen.

MS FLIGHT SIMULATOR

MICROSOFT/KONAMI · TBA

Packaged together with the rumor concerning Midtown Madness, Microsoft's MS Flight Simulator would make a great addition to the sim. That's confirmed for DC. Kona mi's mum on the topic of their involvement, but we'll know soon: the game's rumored release date is nearing.

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SPAWN: in the DEMON'S HAND

PUBLISHER **CAPCOM** | RELEASE **TBA** | GENRE **SHOOTER**

→How Big? As a quasi-first-person shooter with familiar faces, *Spawn* could be a huge console hit. With third-person views and adventure elements in the mix, we can't wait.

What began as a cult comic and soon exploded into a multimedia frenzy of cartoons, film, toys and various videogames is now due for life on Dreamcast, courtesy of Capcom. Created by renowned comic artist Todd McFarlane, *Spawn*, a Naomi game since its inception, will release this Spring into arcades everywhere with ports readymade for DC controllers–which can mean only one thing: it's on its way home. Due to the similarities between the Naomi arcade board and the Dreamcast, we should expect the coversion to be pixel-perfect.

The game will feature a multiplayer deathmatch mode, in which players can choose any of their fourteen favorite *Spawn* characters (yes, you can even play as Clown) and duke it out in an arena with all sorts of diabolical weaponry. In single player mode, expect some adventure elements to sneak their way in, as well—and expect *Spawn* to be one of the year's biggest hits.

...we also have our own toast."« Frederic Raynal*

NBA 2001

SEGA/VISUAL CONCEPTS - TBA

The chaps at Visual Concepts are hard at work on a sequel to the original classic. New features include improved AI, complete gridiron overhaul (yeah that's right), and most excitingly, Dreamcast exclusive franchise mode. Just say the team's next effort promises to be even better.

ESPN NBA TONIGHT

ESPN/KONAMI - APRIL 3

Giving NBA 2001 a run for its money, ESPN and Konami have joined forces to create what looks like an excellent hoops affair. More than just an update of Konami's ageing Urban Franchise, this one has a massive assortment of moves, great graphics and the full ESPN treatment.

NFL 2001

SEGA/VISUAL CONCEPTS - TBA

Much like its heavyweight counterpart, this game has undergone some serious improvements to make an already spectacular game even better. A completely revamped graphics engine, improved AI, better passing and online play are all in the works for this new version.

NHL2K

SEGA/BLACK BOX - FEBRUARY

Sega's first next gen hockey game is nearing completion and it looks to match the hit on all of the fun of the 3D arcade classic. Witnessing the effort that has already gone into developing the title not to mention the spectacular graphics, hockey fans have ample reason to be excited.

OMIKRON

EIDOS/QUANTIC DREAM - TBA

This PC port is worth the effort. If Quantic Dream can make the Dreamcast version interesting, with improved only player models and streamlined controls to complement the game's premise, it has a distinctly French feel–plus a soundtrack of original music by David Bowie.

ONI

ROCKSTAR/GATHER - TBA

One of the most impressive titles at E3 '99. Oni looks to be one of Sunsoft's best titles yet running with Halo-inspired 'Soul' it incorporates a 'full contact' fighting engine with both hand-to-hand and gunplay. Let's hope we see a DC conversion.

*Quote has been 'enhanced' for entertainment purposes and may not be ascribed accurately.

DC Heroes
Yoshiko Okamoto ››

ODCM Why will 2000 be a good year for Dreamcast?
Yoshiko Okamoto (Head of R&D, Capcom) Because Capcom will be releasing *RE: Code Veronica* and a SECRET "board game" under development—both for the DC.

What will the next generation of DC games be like?
I believe most of them will be network compatible.

How much power has been used so far?
50 percent. But if you're talking about the hardware's overall capacity, including network compatibility, I would say only 25 percent has been used.

What excites you most about DC games in 2000?
Seeing how the network capability develops.

What was your favorite DC game of 1999 and why?
Get Bass from Sega. I played it like a mad man.

What games have you been playing recently?
The aforementioned "board game." I haven't been able to sleep for more than one hour or two per day; I hope development is completed before I die from lack of sleep.

How do you feel about the online future of Dreamcast?
I wouldn't say the online feature is perfect as-is. However, I'm impressed by the fact that the online feature is being utilized by so many users.

What are your New Year's resolutions?
I have resolved to heal my gout and to recover my liver's condition: in short, to refrain from too much drinking.

What are your hopes for the year 2000?
If possible at all, I hope my love handles will go away. A more realistic hope is that I will have more time to sleep.

If you could travel into space, which planet would you visit and why?
I would travel to any civilized planet I can find. Then I would disguise myself as one of the inhabitants, and lead them to the earth. This way, their people would respect me as the "expert on the planet earth". So the answer to your question would be: "The third planet of the solar system, Earth!"

Do you believe in extra-terrestrials?
Of course! Or the grand scheme above cannot be achieved!

CODE VERONICA

PUBLISHER **CAPCOM** | RELEASE **MARCH 2000** | GENRE **ADVENTURE**

→How Big? The best counterfeit blood you can get, without raiding that stash of secret sauce on the set of *The X-Files*. It's nothing less than wonderful.

The countdown has begun. With such a short time left until *RE: Code Veronica* hits the shelves, what's left for us to say? That its graphics are guaranteed to moisten even the most hard-bitten gamers' eyes, with sharp, hi-resolution ingame models and complete 3D environments? That the storyline is deeper and more mysterious than that of any *RE* before it? That the amount of surface area covered throughout the game is more expansive than the territory of all previous *RE* titles put together? Or that the voice acting is still so delightfully horrible?

As the Redfield siblings find themselves trapped on an island facility run and operated by the nefarious Umbrella organization, your new assignment is to uncover the secrets that lie deep within the island's numerous secret chambers, while meeting up with some of the most engaging and bizarre characters this side of a David Lynch movie. From gore-ified torture chambers that seem to pay homage to Konami's *Silent Hill*, to the now-familiar zombie-infested labs and corridors, Chris and Claire must traverse the whole island in order to solve puzzles and find an escape route. The entire tale unfolds through near-flawless gameplay and a weighty amount of seamless realtime cinemas, and just to further emphasize the scope and gravity of this adventure, Claire has left her pink hotpants at home and opted for a rugged pair of denims—so you *know* she means business.

But we won't spoil a single moment for you. *Code Veronica* relies heavily on its ability to dazzle, shock and scare, so we'll tell you only this: after playing through a sizeable portion of the game's first disc (the second disc features Chris Redfield's 'interlocking' quest), *RE:CV* deserves all of your anticipation—and then some. One of the best and biggest games of the year, guaranteed.

Something under the bed is drooling...

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TONY HAWK PRO SKATER

PUBLISHER **CRAVE** | RELEASE **Q2 2000** | GENRE **SPORTS**

The best PlayStation skateboarding game of 1999 gets even better!

→How Big? Savvy license, great gameplay, and now more power...this game can slice, dice and even make julienned fries. Big, big, BIG.

Politics, politics. Why did Activision decide NOT to publish the DC version of its PlayStation bestseller, *Tony Hawk Pro Skater*? Whatever the reason, top brains at Crave Entertainment probably mused for all of 42 seconds before adding the title to their roster of promising games.

Jeff Barnhart, Crave producer, admits that the "Dreamcast Tony Hawk will play identically to the PSX version, so you'll still have all of that perfect gameplay, awesome level design—the best game ever." This last point might be a slight exaggeration, but the original game did indeed impress with its deep, highly intuitive gameplay, fast and furious learning curve, and graphically rich interactive environments. "The title has been very easy to port," Barnhart says. "We had the game playable after only three weeks, and I mean everything—all of the tricks and gameplay were ported perfectly!" Of course, this *fait accompli* is giving developers all the time in the world (*um, ahem—Ed.*) to make full use of the system's hardware.

In the Dreamcast version, expect the same ten courses—ranging from rather straightforward half-pipes to officially-unsanctioned shopping malls—and then expect to scream in pain when your beloved skater loses a few teeth on the sidewalk. This time, though, he or she (the game will feature at least ten playable pro skaters, all rendered in lovely 3D) will look much prettier—at least, before they break their faces. Barnhart tells **ODCM** that "high-resolution models and textures, a bunch of special effects that you couldn't do on the PSX, a higher framerate, and a few extras that take advantage of the VMU display and VGA box support" will be added. Having seen what cool effects Treyarch is in the process of creating for *Draconus: Cult of the Wyrm*, *Tony Hawk*'s visuals are something to look forward to (In fact, according to Barnhart, the level of detail so high that gamers should be able to "read every logo on every T-shirt and hat." Is this a good thing, or will we be seeing more product placement in games from now on?).

If there's one thing that might keep this game from a perfect score when it hits ODCM 's unforgiving scales, it's the missed addition of a four-player or online multiplayer mode (a detail which the publisher has already confessed to not including). Really guys, we KNOW that Sega has been sickeningly slow in setting up its online network, but have a heart *(And a lovely day—Ed.)*.

"Killer game - but who's hosting

OUT TRIGGER

SEGA/EDGA · TBA

This DC shooter is set to be multiplayer over Sega's network. Quake-inspired gameplay utilizes an effective joystick plus trackball scheme; switching perspectives is a welcome option. With control and internet issues still up in the air, however, it's wait and see...

OUTCAST 2

INFOGRAMES/INFOGRAMES · TBA

The first Outcast DC port was cancelled, due to the difficulty of adapting its design to a polygon-pushing console. But the game's developer has assured us that the sequel will be DC-bound, and we're looking forward to a game just as complex and deep (and French!) as the original.

PLANET OF THE APES

FOX/[illegible] · TBA

As detailed in our **Issue #2** Sneak Peek, this adventure game has some very high aspirations. It's not great graphics, a sophisticated storyline and more chimps than the King of Pop. Hardcore license, but fans and newbies alike should be pleased with the result.

POWER SMASH: SEGA PROFESSIONAL TENNIS

SEGA/SEGA · TBA

While we're not huge tennis fans here at **ODCM**, this one looks pretty frickin' amazing. It's coming over from Naomi, so it should be a perfect translation. Graphics rival TV quality and gameplay looks like a ton of fun.

POWERSTONE 2

CAPCOM/CAPCOM · TBA

After the joy that was *Powerstone*, Capcom has already gotten into development on its sequel. The game will implement a Naomi arcade title and will soon be ported to our beloved DC. If you still haven't tried the original, don't delay. The sequel should be equally splendid.

PRINCE OF PERSIA 3D

MINDSCAPE/[illegible] · FALL

While its [illegible] of signs point to its arrival on DC in Q4 2000. The original Genesis/PC adventure has a large fanbase to this day, and few games' 3D debut proved hardcore devotees' claim a first a console audience in the age of *Code Veronica*? We'll wait and see.

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PHANTASY STAR ONLINE

PUBLISHER **SEGA** | RELEASE **LATE 2000** | GENRE **RPG**

→How Big? This might just be the game you wish you had thought of—its online capacity will make it exactly as big as you want it to be.

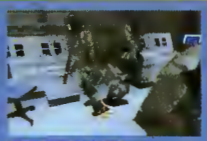
Twinkle, twinkle little star... While very little is actually known about the details or even the storyline of *Phantasy Star Online*, we do know that it will take place in a completely 3D universe with up to four playable characters, who travel together to conquer evil (as per usual). But here's the catch: *all four characters can be controlled by separate players in different sections of the globe*. Pretty ambitious.

You choose which character to play through, and head out into the online world of *PSO* to meet up with three other cohorts. For those less inclined to journey into the international role-playing ethernet, the game is also playable offline—you control one of the party members and the computer guides the rest.

Thus far, it's difficult to tell how *PSO* will look. While the three screens released so far are lovely, they leave us in the dark about characters, vehicles, weapons and everything else that will make the game interesting.

And how will a typical console RPG fare in the online world of event-based, non-linear exploration? Will a strong storyline be able to be fully developed, in a new genre that relies more on interaction with other players than on rounded, script-based characters? Well, we'll have to wait and see. Sega has gone on record stating that the game will head home by Q4 2000 in Japan, and an offhand comment made by Yuji Naka, head of Sonic Team, even hints at a simultaneous US/Japan release. Stay tuned.

the afterparty?" << Tony Hawk*



RAINBOW SIX

MAJESCO / PIPEDREAM INTERACTIVE • JANUARY TBA

It's been in development hell for longer'n ever. Majesco has had serious problems with the WindowsCE development system. And it's already dated on PC, so major improvements will be necessary for this to become a worthy DC title. Who knows?

RAINBOW SIX: ROGUE SPEAR

MAJESCO / PIPEDREAM INTERACTIVE • TBA

Rumor has it that once *Rainbow 6* is out the door, its sequel will see the light of day soon thereafter. With similar graphical and gameplay styles, it got critical raves and would make a solid addition to the DC lineup.

READY 2 RUMBLE WRESTLING

MIDWAY / MIDWAY • TBA

Here's a wrestling game to get excited about. Using the same cartoon graphics engine and well over the top style of R2R, Midway have probably got a gold mine. With variety (and a four-player mode!), this could be great multiplayer fun.

RED DOG

SEGA / ARGONAUT • 1ST QTR

It has been highly anticipated by shooter fans everywhere. Basically an updated version of *Battlezone*, players control a tank and blast a new hell into everything in their sights. Old-school gameplay, new-school graphics and sound, and a hella fun four-player mode. One to watch.

RENEGADE RACERS

INTERPLAY / PROVENANCE • SPRING

Looks quite good, but here's the head-scratching premise: Direct from the inventors of Wipeout comes Renegade Racers, a game where you race cars. Not hovercraft, not spaceships, not anti-gravity vehicles, but cars. Cars that look like cars. Cars that drive like cars. Cars that race like cars. Cars that are cars. Cars. Cars.

ECCO THE DOLPHIN

DEFENDER OF THE FUTURE

PUBLISHER **SEGA** | RELEASE **SPRING 2000** | GENRE **ADVENTURE**

The big fish (he's *not* a fish!) that didn't get away

→How Big? Whale size hit, we reckon. Four 'worlds' to explore, graphics to die horribly for and totally engrossing gameplay.

Gergely Csaszar is waiting for a reply. The producer of *Ecco the Dolphin* has been watching **ODCM** 'just swimming around' in his world for about ten minutes now, clearly reluctant to stop cruising and settle into the actual gameplay of Appaloosa's epic undersea adventure. Csaszar takes notes, and tries not to tap his pencil too impatiently. The thing is, we're unlikely to get to the puzzles until we get over the pupil-dilating, jaw-on-the-floor, pants-dropping beauty of the graphics. And that could take some time.

Ecco himself is made up of over 3000 polygons. He looks ready to somersault out of his equally-convincing environments (better textured and more detailed even than Sonic Adventure), and plop right into your lap.

"It's amazing," we say. Csaszar allows himself a smile, like a treat. And continuing to play, we see nothing that could make us revise that statement (except to add a word between 'It's' and 'amazing' that we're probably not allowed to print). Here's what we're up to:

We use our sonar to to chat with other dolphins and play 'Fetch the Fish', a little game where we, um, fetch fish. Anyway. We chat with a big mother whale who's lost her baby, and we find the baby trapped under some rocks. Then, like Lassie with a blow-hole *(Urgh!- Ed)*, we go for help. By 'pinging' dolphins, we lead a rescue crew that releases the hapless whale-ette. We discover a door to Atlantis, swim inside, fight sharks, get eaten by a giant moray eel that whips out of a cave, and travel through time to alternative worlds where the relationship between dolphins and humans is not idyllic, to say the least (Why can't we all just get along?). We learn to 'tail walk' on the surface and do flips and rolls, and to explore what is by far one of the most beautiful and extensive game worlds yet created.

You'll be able to play it in the Spring. Until then, get wet vicariously through us—and check out our feature in **Issue #5**.

DC Heroes

Gergely Csaszar

Why will 2000 be a good year for Dreamcast?
Because the killer app for DC is swimming out soon!

What will the next generation of DC games be like?
My interests lie in creating games deserving to be called 'Reality' instead of just 'Virtual'...

How much power has been used so far?
It's not the power that matters, but HOW you use it.

What excites you most about DC games in 2000?
New, original game ideas which were designed for such powerful platforms. Racing, fighting and shooting was already fun on 16bit consoles. I hope for new genres of games coming out that were just not possible before.

What was your favorite DC game of 1999 and why?
***Ecco the Dolphin*. Because I am biased.**

What games have you been playing recently?
***Unreal Tournament* wakes me up when coffee can't.**

What games of 2000 are you looking forward to?
Definitely *Shenmue*!

How do you feel about the online future of Dreamcast?
Playing against real human opponents over the net is so much more fun than playing against AI. I really hope there will be more online games coming out for the Dreamcast. Dreamcast has it all—both the power and the connection.

What are your New Year's resolutions?
1024 x 768.

What does the year 2000 mean to you personally?
32.

What are your hopes for the year 2000?
Finding a beautiful single white female.

Are you excited about the technological future?
Yes, as long as I can keep up with it and enjoy it.

If you could travel into space, which planet would you visit and why?
All of them, please.

Do you believe in extra-terrestrials?
Based on the evidence so far, I can't.

If you had to fly off into space with only one game, what would it be?
Sid Meier's *Civilization*.

Deathmatch: Ecco the Dolphin vs. Charlie the Tuna. Loser canned.

RUSH 2049

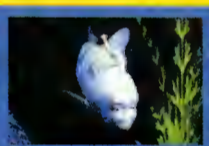
MIDWAY / ATARI GAMES · SEPTEMBER

This SF-based racer might even match the goodness of Crazy Taxi. While the game has always been of the 'love it or hate it' sort, this version has a LOT to love: 640x480 resolution (double that of the arcade game), 60 fps, and possible split-screen and online modes. Mmmmm.

SAKURA TAISEN 3

SEGA/RED COMPANY · SEPTEMBER (JAPAN)

The third installment of one of Japan's most popular and enduring series takes place in Paris. Relationship sim, RPG and strategy in one, *Sakura 3* still tops Most Wanted lists in Japan. The hype probably won't begin to abate until it releases in September.



SEAMAN

SEGA/ VIRGIN · SPRING

This gel slim on acid's a tough nut to crack. A Seaman egg becomes a Seaman Mushroomie, which turns into a baby Seaman, which eventually becomes a fully grown Seaman. Right. The game has been selling by the bucketload in Japan. Should be an offbeat hit in the US, as well.

SEVEN SAMSIONS

KOEI/KOEI · JANUARY (JAPAN)

The best feature of this 3D horror-adventure game is its capacity for two-player split-screen play. Each player progresses by fighting both alone and with a partner. When fighting together, players are able to help each other out of tough spots. Cool idea—get it online.

SILVER

INFOGRAMES / SPIRAL HOUSE / SIERRA · 2000

Well-defined characters, linear quests, and muchos scripted events. Silver is an RPG at heart. Numerous improvements to direct character controls have been added to the DC version—this one is a must-have in the making. Save your pennies!

SNK VS. CAPCOM

SNK/CAPCOM SNK/CAPCOM · TBA

Subtitled "Match of the Millennium", this console crossover of Japan's two fighting giants is just what the doctor ordered. It promises to be one of the best 2D fighters of the year when if and when it makes it Statesside. With a Japan date set for February, who knows?

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DC Heroes
Martyn Chudley››

ODCM Why will 2000 be a good year for Dreamcast?
Martyn Chudley There're some awesome games coming out, online gaming is just around the corner, and developers are getting to grips with the hardware. Also, it's still the best machine you can buy.

What will the next gen of DC games be like?
Bigger, better and faster. Developers can start concentrating on the depth and gameplay, to make even more awesome experiences.

How much power has been used so far?
The boundaries are always moving. But if you really want a guesstimate figure, we're looking at 50% capacity at the moment.

What excites you most about DC games in 2000?
Online gaming. The chance to log in and play against people in Japan and the USA, et al., whilst sitting in my living room in the UK.

What was your favorite DC game of 1999 and why?
Soul Calibur, without a doubt. Even I can play it!

What games have you been playing recently?
Quake Arena—which has to be rationed in the office, or *Metropolis* and *Furballs* will never get finished.

How do you feel about the online future of Dreamcast?
Where else can you get a machine to connect you to the internet for just $200—AND be able to play next-generation games on it, both off- and online? As the quote goes, 'if you build it, they will come.' If we (the developers) build the right online games, then the gaming public will be more than ready to jump on board. *Quake 3* would be great!!

Take the right right-of-way—is it this one?

→How Big? V8 size, with a twin-turbo, wide wheels, a 200 watt speaker system and a Calvin-pissing-in-the-gas-tank sticker.

With Sega Rally safely (and finally) out of the gate, there's a battle brewing for the hearts and minds of DC driving fans: and it's between two heavy-hitters, Sega Japan's *Sega GT* and Sega Europe/Bizarre Creations' *MSR*. Both feature licensed cars, and both boast ultra-realistic driving models, sounds, effects and environments.

Bizarre's game takes the *Tokyo Highway Battle* principle of street racing and puts it on a steady regime of steroids and cross-training, to create an international racing experience that spans the streets of San Francisco, Tokyo and London. With over 20 cars available to collect with your race winnings and cities so detailed that San Franciscans can just about spot their houses (albeit blurrily) as they careen by, *MSR* is nothing if not fully loaded. Early reports suggest that the game has developed in leaps and bounds since we previewed it in **Issue #1**—and it was damn impressive then.

METROPOLIS STREET RACER

PUBLISHER **SEGA** | RELEASE **APRIL 2000** | GENRE **RACING**

"You get more points if you hit a pedestrian or

PLASMA SWORD
CAPCOM/CAPCOM • **FEBRUARY**
Sequel to the cartoon Playstation game. SG2 combines Street Fighter-style special moves with Tekken-esque combo action. The import release was nothing short of awesome, so we're not quite sure what's going on with this one. Unless he's better games up his sleeve.

STAR TREK: NEW WORLDS
INTERPLAY/**BLUEBYTE** • **TBA**
Alright, you trekkie freaks, take down on a towel, this is a 3D real-time strategy affair. New Worlds will be one of DC's first multi-player online titles, and literally hints at a crossover to formal titles might support Point-to-DC play.

STREET FIGHTER III: W IMPACT
CAPCOM/CAPCOM • **1ST QTR**
The Street Fighter series hits infinity 3D with W Impact. If you've played the arcade game, you know you're getting what is perhaps the best SF yet. Gorgeous art and animation, and nearly zero load time before matches (on DC, go DC!). Another Capcom hit.

STRIKER PRO 2000
INFOGRAMES/**RAGE** • **1ST QTR**
Striker Pro has pedigree in the UK for some time now (under the moniker of UEFA Striker), getting critical praise from those dodgy blokes. It's a very good soccer game, despite some rough edges (extremely better than anything EA could throw together). We like our footie, mates.

STUNT GP
INFOGRAMES/**MICROMACHINES TOM D** • **WINTER**
It's a simple or multi-player racer with real R/C stunt cars. Players negotiate loops, ramps, corkscrews, spirals and other obstacles. *Stunt GP* features over 24 race tracks, upgradable cars, and fast furious gameplay. Think *Re-volt* with a twist (literally them, in fact).

STUPID INVADERS
UBISOFT/**PLANET MOON** • **Q1**
A point-and-click adventure with some of the best animation anywhere, plus a hilarious artistic sensibility. Producer Frédéric Raynal has created movies like *The Fifth Element* and *The Professional*, which tells you they've got style to spare. Great writing and voice acting – it's highly anticipated.

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GALLEON

PUBLISHER **INTERPLAY** | RELEASE **TBA** | GENRE **ADVENTURE**

No Lara Croft, but it's got big (um) ships...

→How Big? At least as big as *Tomb Raider*—in surface area, at any rate. Plus a whole shipload of puzzles, heroes, monsters and pirates. Expect the best.

Two years ago, Toby Gard and Paul Douglas left Core Design after hatching a little game called *Tomb Raider*. Toby invented Lara Croft and Lara Croft's ass, and Paul programmed both. They created a monster hit (some would say a monster and a hit), and fled to form a company called Confounding Factor, make a game called *Galleon*, and save up for Ferraris. Oh, and talk to us on the phone (we dial collect, of course).

ODCM So, *Galleon*. It's just *Tomb Raider* with pirates, isn't it? **TG** *(Disdainfully)* It shares little in common with *Tomb Raider*—except it's in third person, it has action, and it has puzzles. In every single other conceivable way, it is such a massive advancement over *Tomb Raider* that it really isn't worth comparing the two *(you snippy little blond person)*. **ODCM** Ah. What can you tell us about the plot? **TG** Rhama Sabrier, captain of the frigate *Endeavour*, is summoned to the island of Akbah by a famous healer, who asks him to examine an artifact he's found—which leads the captain off on a great quest. **ODCM** So, how big is it, then? *(cough)* **TG** I would say it will be at least equivalent in size to the original *Tomb Raider*. **ODCM** What's your favorite thing about it? **TG** It's been our goal to bring up our level of animation, so we have characters who solidly react to their world and actually emote. And other characters can be directed in the game as well, to prevent it from being lonely (as third-person games can tend to be). This also lets us make a whole raft of new puzzles. What else? Oh yes! Monsters. We have big monsters. Really, really big ones. **ODCM** Er, cool! *(Bigger monsters are always better, aren't they?)*

DC Heroes
Toby Gard››

ODCM Why will 2000 be a good year for Dreamcast?

Toby Gard The next wave of software will be even better, and hopefully we'll see a decent online game or two.

What will the next generation of DC games be like?

I imagine that the Dreamcast will follow the standard console software release format: First wave: simple arcade style games, beat-'em-up sand-racing games. Second wave: a good few corking titles with some depth, mixed up with a load of dross. Third wave: equilibrium; sequels, franchises and developers pushing the system for every last ounce of power.

How much power has been used so far?

Not all of it, by any means.

What excites you most about DC games in 2000?

The multiplayer aspects excite me the most, by a long way.

What was your favorite DC game of 1999 and why?

Powerstone. It was the first beat-'em-up that required you to fight in real 3D, instead of in a 2D game that was displayed in 3D.

What games have you been playing recently?

Donkey Kong 64, *Pokemon Red*, and *Homeworld*.

What games of 2000 are you looking forward to?

Black and White, whatever Miyamoto does, and all the surprise titles that will come out of nowhere and make you go WOW!

How do you feel about the online future of Dreamcast?

Fabulous. It's a shame that *Galleon* was never designed to work with any kind of networking, so we at least won't be able to take advantage of it. However, if DC got itself an online game that became as popular as say, *Unreal Tournament* or *Ultima* online, it would stand a good chance of giving Sony a run for its money.

If you could travel into space, which planet would you visit and why?

Europa, even though it's a moon and not a planet. I want to go fishing there.

Do you believe in extra-terrestrials?

Oh aye, I just don't believe they'd come all the way here just to abduct American farmers.

If you had to fly off into space with only one game, what would it be?

It would be *Pokemon*—I'd hope that the ET's would also have *Pokemon* so I could trade with them. "Gotta catch 'em all!" (God, I'm sad.)

two." ‹‹ Martyn Chudley*

TAKE THE BULLET

SEGA/NEO LEMON • TBA

Said to use the Ikaigun's unique directional pad, this features presidential bodyguard Jack Travis, who's shooting at would-be assassins and defending the American way (Coke or Pepsi?). With four-player split-screen and 16-player online action, this could be great.

TEAM FORTRESS

SIERRA/VALVE • TBA

This long-awaited multiplayer extravaganza is on its way to the Dreamcast. Along with Halo, it looks to take multi-player experience to new levels of interactivity, giving each player his/her own duties in the armed conflict. While it's probably a long way off, we're crossing our fingers.

TECH ROMANCER

CAPCOM/CAPCOM • 1ST QTR

No, it's not the guy from the computer lab dressed in lingerie. In this free-roaming game, you control a 500-ton mech in a sort of satirical take on the fighter genre. Its maintain, over-the-top style is sure to please hardcore fans—it's gonna be a strange but cool niche game.

TEE OFF GOLF

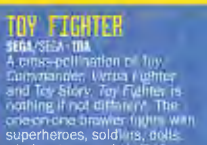
ACCLAIM/BOTTOM UP • JANUARY

In the same vein as the wildly successful *Hot Shots Golf*, this one's a golf game with very big heads. Fast gameplay, simple stats and deformed characters are all included. With six modes of play and weird obstacles it's sufficiently challenging and wacky to appeal.

TIME STALKERS

SEGA/CRAWL • FEB 21

Developed and designed by Sega darlings Climax (*Land Stalker*, *Dark Savior*), *Time Stalker* joins together some of role-playing's favorite heroes to smash and dungeons and care for weird RPG creatures in the VMU. It wasn't warmly received in Japan, but DC does need its RPGs.



TOY FIGHTER

SEGA/SEGA • TBA

A criss-pollination of *Toy Commander*, *Virtua Fighter* and *Toy Story*, *Toy Fighter* is nothing if not different. The one-on-one brawler fights with superheroes, soldiers, dolls, wind-up toys, and stuffed animals instead of standard warrior-types. A nice change of pace for fighter fans.

*Quote has been 'enhanced' for entertainment purposes and may not be ascribed accurately to Martin Chudley.

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COMING SOON 2000 DC

Banzai ››

→Year 2000 games from Japan that are just too crazy to make the leap to the US. Or are they?

1 MERCURIUS PRETTY (NEC Interchannel)

What is it? A pixie-raising game. It's a bit like Princess Maker. Only with pixies. Damn their tiny little hands and Spock-like ears.

Stranger than: Dr Strange after a severe schizophrenic episode.

But not as strange as: Marrying a tablespoon.

US prospects: Less than zero.

2 ROOMMANIA #203 (Sega)

What is it? A roommate simulator game. Face it—it's a crap idea. Remember your college roommates? The one that left his skiddy underwear in the bathroom, the one who hid dirty dishes under his bed (and yours). Surely, a game like this would be greatly enhanced if you were given a Glock on Day One and 200 rounds.

Stranger than: Dr Strange.

But not as strange as: Dressing up as the rock on Star Trek for a day.

US prospects: Not as bad as they should be.

3 DENSHA DE GO: 3000 MILES (Taito)

What is it? A train-driving sim. Press a button to accelerate the train, then sit back and watch it go. An hour later, push another button to slow it down as you arrive at the station. Repeat. For 3000 miles...

Stranger than: Dr Strange's little-known sidekick, Dr. Kinda Weird.

But not as strange as: Wearing a chest-wig on your ass.

US prospects: Nil.

4 TOKYO BUS GUIDE (Fortyfive)

What is it? A bus-driving sim. You drive your bus slowly around the city.

Stranger than: Dr Strange's strange friend, Dr. 'His eyes are too close together or something'.

But not as strange as: That guy on the corner shouting for no reason.

US prospects: Expect a release in the US about the same time as hell freezes over.

5 SENTIMENTAL GRAFFITI 2 (NEC Interchannel)

What is it? A dating game. Twelve chicks, a school, the option to send them flowers and little love letters.

Stranger than: Grandma still talking after everyone has left the room.

But not as strange as: "There never was anyone in the room, Grandma..."

US prospects: About the same as you dating twelve chicks at once.

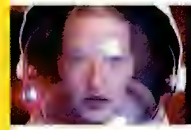
QUAKE III

PUBLISHER **SEGA** | RELEASE **TBA** | GENRE **FPS**

→How Big? Will the biggest PC shooter come home with a fully-functional network? It doesn't take a rocket scientist to calculate the numbers on that venture. But will it swing? Sega's betting it will.

Just about a year ago, id Software CEO Todd Hollenshead announced that the rights to *Quake 3: Arena* for Dreamcast were still available. Since then, you can be sure plenty of suitors have tried to take *Quake 3: Arena* to the Dreamcast party. We don't know which lucky developer will get the project, but we believe that Sega will be the chaperone—er, publisher.

For those of you unfamiliar with *Quake 3:Arena*, it's basically the ruler of the first-person deathmatch category on PC. Developed by programming guru John Carmack, the game's engines feature fantastic curved surfaces and are some of the finest examples of 3D engines programmed to date. Considering no one will talk at the moment, and given the stellar nature of *Quake 3*'s multi-player-intensive gameplay, the title is a natural for the forthcoming Dreamcast network. So don't be surprised if this one comes up in the Fall when the network appears—it'll likely be an 8.0 on the Richter scale (and at least an 8 on ours).



HALF-LIFE

PUBLISHER **SIERRA** | RELEASE **TBA** | GENRE **FPS**

→How Big? Though it plays a lot like *Quake*, *Half-Life*'s vivid storytelling and cast of ghoulish mutants make it a shoo-in for console action fanatics. Across the network, it will be even more of an ambitious step forward for home gaming.

Next to a new console system called the 'X Box' (i.e., X-tremely profitable box) that Microsoft is building up in Seattle, the DC version of *Half-Life* has been one of the worst kept secrets in the videogame industry. Originally developed by Valve Software (which was formed, coincidentally, by former Microsoft employees) and already named "Game of '99" by many PC publications (despite its '98 release date), *Half-Life* seems to be one of everyone's favorite games.

Powered by an evolved *Quake 2* engine to enable the creepy settings, it's packed with detail. You play Gabe Freeman, scientist, working in a secret government lab that opens a portal to another dimension and frees all kinds of nasty aliens. An *X-Files*-esque storyline with frequent puzzles and obstacles unfolds. Sega has already admitted that *Half-Life* will be featured on the network: so expect to see it this Fall.

"I'm really sorry about Jar Jar.

TOY STORY 2

ACTIVISION/DISNEY INTER. · MARCH

A game based on the hit sequel is on its way to DC, and judging by the Playstation and N64 games, this free-roaming 3D platformer should be a big hit. It's based on the characters of the movie, and the same beautiful visual style that has made the movies so insanely popular.

UNDERCOVER 2025 A.D.

TBA/PULSE INTERACTIVE · TBA

This Resident Evil-type adventure should be on Japanese store shelves as you are reading this, and is reported be hitting US shores shortly thereafter. DC owners should have enough survival horror in 2000 to keep them delightfully drained all year long. This one's looking very solid so far.

V RALLY 2: CE

INFOGRAMES/INFOGRAMES · TBA

This game was excellent on the other platforms, and should be fun on the Dreamcast with enhanced graphics and sound, new handling and physics, flashier special effects, and a four-player mode. Finally, some serious offroad competition for Sega Rally 2.

VIRTUA STRIKER 2 VER. 2000.1

SEGA/SEGA · MARCH 1ST

The original Virtua Striker was a "love it or hate it" footie affair, and this sequel is no different. With arcade-style gameplay, we'll see how the hardcore receive it. Try the demo on this month's GCDROM.

VIRTUAL ON: ONTARIO TANGRAM

TBA/SEGA · TBA

Rumors have been circulating that *VO:OT* may be published in the US by a third party, as Sega is hesitant to release the game because of the high price of the (quite necessary) Twin Sticks controller. We're crossing our fingers—hard.

VIVA SOCCER

INTERPLAY/INTERPLAY · Q1

Adding to the wave of DC bound soccer games, little is known about this one aside from the fact that it's based on the Playstation game of the same name. It should be one of the first one out of the gate (though we've heard that one before), so keep you fingers crossed.

www.DailyRadar.com

RAYMAN 2

PUBLISHER **UBISOFT** | RELEASE **MARCH 2000** | GENRE **PLATFORMER**

→How what? *"Monsieur! Would you like a haircut? It is free, but you must pay for it anyway because we are French..."* –excerpt from Evan's trip to Paris

The Man With No Appendages is back, and this time he's in glorious 3D. Drawing from the same bizarre sparkle that made the original game so wonderful, French developer UbiSoft has once again crafted what looks to be another platforming masterpiece for the ages (and for all ages, coincidentally).

In the same vein as *Mario* or *Banjo-Kazooie*, *Rayman 2* is a free-roaming 3D platformer with style to spare. The graphics are, without question, the best the genre has ever seen—they help to create a world that is far more palpable than any yet conceived. The promise of a living, breathing cartoon (dulled by so many false starts and PR exaggerations within the industry) has finally been fully realized. Lush, exuberant landscapes and a consistent 60 fps make this one smoother than Simon Cox at a singles' bar (bloody Englishman!).

With a surreal, fleshed-out storyline and enough variety of gameplay elements to keep players on their (albeit non-existent) toes, this is sure to be one of the most appealing and worthwhile games of the coming year.

EPISODE I: RACER

PUBLISHER **LUCASARTS** | RELEASE **SPRING 2000** | GENRE **RACING**

→How Big? "Yippeeeeeeeee!" –Anakin Skywalker. "Shut up, you little turd!" **–ODCM**. Get ready for some high-speed racing, *Star Wars* style.

After the most lackluster blockbuster this side of the *Ishtar* fault-line, George has put his joystick in the hands of gamers to see if it fares any better in their—um—consoles (now now, settle down, sport. There's no Jar Jar Binks disembowelment stage, but it's still bound to be worth a shot).

Essentially a port of the popular *wipEout*-inspired PC and N64 game, *Racer* is the first *Star Wars* title to make the 128-bit leap. The good news? According to Chris Barnhouse, senior software engineer at LucasArts, "Graphics are faster, smoother, and sharper [on Dreamcast]." Likewise, multiplayer modes retain the same draw-in distance as single-player. Though just a port, *Racer* looks to be the good kind—a solid port of a solid game. Definitely one to look for (along with George's neck).

ALONE IN THE DARK 4

PUBLISHER **SEGA** | RELEASE **SEPTEMBER 2000** | GENRE **ADVENTURE**

→How Big? Aaaah...oooooohhhh...aaaahhhh ...ooohhhh...whoops! (*Sound of running feet. Zzzzzip...*"Aaaahhhh." *Fiush.*)

Long before those *Resident Evil* zombies began scaring the loose stools out of gamers everywhere, there was *Alone in the Dark*—a little gem which in many ways redefined the adventure game on PCs. Characters were no longer blocky point-and-click-able sprites, but rather fully-controllable, fully-polygonal beings that moved like the real thing. It was a revelation: a model for its genre. And now, it has spawned a Dreamcast baby. Mazel-tov.

Although the game has been shrouded in quite a bit of mystery, initial footage has looked nothing short of stunning. With distinctly Lovecraftian design and and the sort of supernatural, terror-inducing content that the hordes of mutants from all those *other* games just can't touch, the series has always had the sort of subtle charm that we love to see inching its way into gaming. And in much the same way that *Code Veronica* has taken its forebears into 3D realtime environments via the expressway of Sega's superconsole, *AITD4* is making a similar dimensional transition. Buy some new boxers, 'cause your bowels might just do the same.

I really am." « George Lucas*

WILD METAL

ROCKSTAR/DMA DESIGN - FEBRUARY

This is one game that needs to be played (rather than just seen) in order to be fully appreciated. With a truly amazing physics engine and more gameplay than you can shake a stick at, you actually feel like you're piloting a real tank. Definitely one to watch

WORLD SERIES BASEBALL

SEGA/SEGA - SPRING

Along with its traditionally great gameplay, individual faces are mapped onto the main players, and everything moves at 60fps. This is another NAOMI port, and if Sega's other sports games are any indication, it should rock.

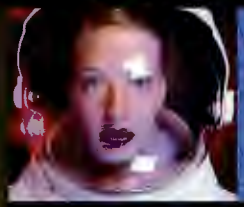
WRESTLEMANIA 2000

THQ/AKI - TBA

An improved DC port, this is universally considered to be the new high watermark for wrestling games, and with a four-player mode and more than fifty wrestlers, this is gonna set the world on fire. Though still unannounced, we think it may be on its way. We're almost positive. Honest.

www.DailyRadar.com

*Quote has been 'enhanced' for entertainment purposes and may not be ascribed accurately to George Lucas.



Games aren't the only reason to be excited about Dreamcast in 2000. By the end of this year, you can expect to see a deluge of hi-tech add-ons guaranteed to make online-multiplayer gaming, internet surfing-type stuff and even movies a major part of your console experience. In fact, by Christmas 2000, you'll be able to live your entire life inside your bedroom. You already do? Oh.

FUTURE TECH 2000

1000 DC

IN DAYS OF YORE, when videogames were't readily available (except maybe for Space Invaders) and D2 was only in its early planning stages (a monk named Globulus Duplicus was originally the hero), the ancient Britons amused themselves with the cider-powered 'Dreamcaster'.

Top 10 Games of 1000 DC

1. **CHINWIC ADVENTURE** 3D mess of tube, mud-gliding the user is propelled in a forever-chronic frenzy. Expansion boxes include 'Scrotum', 'Dysbowel' and 'Gloopius Slimy Green Death Worm'.
2. **BALDWIN'S GATE** Village hotbed rich minerals yet cursed Baldwin lead folk from the well to the world's darkest dwelling the village inbred.
3. **SERF'S UP** Challenge your Saxon to a mud-smearing contest using the hereditary head body as a tool.
4. **VIRTUA PIPER** Pied Piper for kids! The most village-loved music creature in the land returns. Project yours the Pied Piper. Does "do the rat-a-tat-tat" and "come down from the sky" ring a bell?
5. **RESIDENT WEEVIL** He's eaten your house. Now you eat him!
6. **TAKE THE MULLET** Infiltrate the local boozy and steal the Lord's hairpiece! Action-packed romp through a look to the ancient dummy the liberty of stupendous thirty in the park.
7. **DEAD OR ALIVE?** It's hard to tell with these lazy serfs. Try giving him a kick.
8. **QUIDDITY** Magical ice-skating boy and companion voyage of the sea to obtain the mystic and most valued Hamster Ball. In the ancient dummy the liberty of stupendous thirty in the park.
9. **MOTHY STONE** Local knights fight it out with sort their lands, and the winners split the money and land. Use Mothystone "Prometheus" to save everything on the window.
10. **CANNIBAL** Cooking recipes for survival, in which famous dwarfing victims come to the village following a flash bookmark into the sea, the new could it be? Oh, it's everyone.

Surf's up!

Cable Modem A high-speed replacement for the 56K modem that currently resides down-and-to-the-right on your console. What do you mean, you didn't know it had a modem? Okay, well, the point is this: with their much-wider bandwidth, cable-modems allow you to play games online with no slow-down (deathmatch *Quake 3*, anyone?), download games into RAM (or your Zip Drive—see below) and surf the internet at speeds finally above 'crawl'. Though it's not expected to arrive until the end of 2000 or early 2001, Sega is already planning a test-run of a cable-modem Dreamcast system in the Suginami district of Japan, for Spring 2000.

Blockbusters!

DVD A DVD add-on could be available for Dreamcast as early as March (in Japan); Sega already has a working prototype locked away in its secret labs. Capable of playing DVDROM games (all two of them) and movies (*Oh no*—Dante's Peak Special Edition!—*Ed.*), it's being underplayed by Sega's Senior VP of Marketing, Peter Moore, who has publicly stated that he wants the Dreamcast to remain focused on games—and that the DVD drive will be released only when it can 'enhance gameplay', and not before. Cost is also an issue, so we'll be giving them away free with this magazine. Or maybe not.

Zip. Zippit! Zzzzzp!

Zip Drive If you're unfortunate enough to be encumbered with a PC, you may already be familiar with Iomega's 100MB (and 250MB: oooohhh) optical disk drive. If not, you may be interested to hear that come next year, you'll be able to plug one into your Dreamcast. The drive fits snugly beneath the console, and the discs themselves will improve save-game options (alllowing for greater, more detailed save data), provide e-mail and Web info (histories, bookmarks, images, pages, etc.) storage space, and serve as a home for game patches/updates and cheats. Think of it as the hard drive your console never had.

Block-rockin' beats!

MP3 VMU Sega Japan has been talking about releasing a new, enhanced 'super-VMU' for some time—and this little puppy will be something really special. Capable of storing MP3 data (the compressed-music format popular as hell on the internet right now) and arriving complete with a headphone jack, it's likely (though not confirmed) that you could use this VMU as a portable MP3 player.

Scrap Splastic Swatches!

Swatches Popular with the leg-warmer-wrapped fans of Euro band A-Ha, it epitomized that '80s cool—and now the 'fun' Swatch watch is set to be the official timepiece of Sega DC. Rumors are flying of a special Swatch that acts like an VMU, storing saves, addresses and maybe even games. Ssuper!

KODAK VPS 600€

Do androids dream of electric

SEX, LIES AND VIDEOGAME RUMORS ›››

→Well, maybe not too much of the first (this is a family mag, kids!), but the rest in spades. These are the games that we've all either heard about or that we strongly suspect are under development in secret underground bunkers around the world. Oh—and some that are just so damn obvious, they're hardly worth calling rumors.

SONIC ADVENTURE 2

DEAD

It goes without saying that Sega will be following up the success of Sonic Adventure in the not-too-distant future. The original was designed for Saturn, an inkling what the Aliens and Sonic Team can do with the Dreamcast, in mind from the setup. Expect to see it sometime in the Fall.

SONIC PARTY

DEAD

Sega may be working on a multi-player Mario Party-style game featuring Sonic the Hedgehog and his pals. If the format stays true to the Nintendo game, then four player puzzles, mazes and mini-games will feature heavily. But will it be, you know, fun kids?

DAIKATANA

DEAD

The much-vaunted first-person PC game from John Romero's Ion Storm is believed to be making its Dreamcast debut this year. As no one seems sure quite when the PC version is actually going to be finished, however, we wouldn't advise you to hold your breath for the console version.

DAYTONA 2

DEAD

Sega returned to its racing roots in the arcade with *Daytona 2: Battle for the Edge* in mid-'98, and word on the street is that an enhanced version of this Model 3 coin-op will be upgrading into Dreamcast later this year. As no one seems sure quite when the PC version is actually going to be finished, however, we wouldn't advise you to hold your breath for the console version.

www.DailyRadar.com

sheep? Only if they're Welsh.

3000 DC

WHAT WILL DREAMCAST GAMING be like a thousand years from now? We'd like to say that we've peered into our crystal ball and seen the future clear and gleaming like the North star. But we didn't, we just goofed around and made up a bunch of crap. Still, you do what you can...

ODCM predictions for the next Millennium:

September 2999 Dreamcast v. 500 is released. The world rejoices (the console is so small it fits into your ear) and then recoils in horror at the fact that it's powered by Windows CE—the extra RAM for which requires the user to wear a 200lb nuclear-powered backback. **ODCM** celebrates its 12,000th issue. A subscription costs $12 million per year. But you get a free disc.

October 2999 Sega launches Virtua Sonic Nights Rocket Adventure Rally Party-Mue, following over a thousand years of repeated requests from fans to update its classics. It uses three controllers simultaneously, a VMU the size of a TV, and the new 'Shudder Pack' that plugs into your spine and takes over your central nervous system, racking you with unimaginable pain and convulsions every time you lose a life. No refunds...

November 2999 D3 announced. Kenji Ino has long since disappeared into a psychedelic vortex that opened up just below his feet while he was in the process of delivering the final code of D2 to Sega. His successor, a hyper-intelligent, genetically engineered platypus ("I'm not a ducki") named 'Uno', promises that D3 will certainly be 'cool', but he's unsure about the plot. He assures us that it will be a 'cool' plot, nevertheless.

December 2999 Still no online support for many Dreamcast games.

January 3000 Shenmue 2 "nearly ready." Yu Suzuki is now a brain in a jar, but he's determined to finish the second chapter of Shenmue.

February 3000 Following an unfortunate accident in Sega's R&D department in which the contents of Yu Suzuki's brain jar was mistaken for cat food, Shenmue 2 has been delayed. Cat is named head of R&D.

March 3000 Saturn (the planet) closes down. Its parent company blames the planet's shutdown on a premature launch, a lack of support from third-party indigenous life-forms, and poor marketing, pointing an accusing finger at tagline "The perfect alternative to Uranus."

OUTRUN 2

(SEGA)

We kid you not—OutRun, that arcade classic, may be reborn in 128bit glory. What must be one of the most eagerly awaited sequels in videogame history is completely shrouded in mystery, but we reckon on seeing it before the year is out. An E3 announcement? Here's hoping.

18 WHEELER AMPRO TRUCKER

(SEGA)

As announced in **DC Direct World** (page 33), Sega is on the verge of releasing Naomi-powered truck-racing game *18 Wheeler American Pro Trucker* in the arcades. The game may be console-bound by the summer.

TOY COMMANDER 2

(SEGA)

The original Toy Commander was great, and sold well. Frederic Raynal, boss of Sega owned French developer No Cliché, is all about creating long running series, so a sequel is likely—but not until late this year. Until then, content yourself with news of their other title, *Agartha*.

NIGHTS 2

(SEGA)

Naka says he's doing it one minute, and then denies it the next. So what's really going on? Once again, Sega will neither confirm nor deny the existence of this title, but inside sources at Sega Japan have noted 'some activity' concerning a Nights sequel. Toy declined to elaborate.

BLACK AND WHITE

(EA)

If Sega is still looking to fill the online killer-app gap, then Black and White from legendary developer Peter Molyneux could be the answer. If it's coming to Dreamcast, that is. If EA have the rights, and they're still not buddies with Sega America, it could be a long time coming.

FERRARI F-355

(SEGA)

Despite the original arcade title requiring three Naomi boards (effectively three Dreamcasts) to drive the graphics, the home version should be pretty close, requiring (unlike the three-screen coin-op) just one monitor—and hopefully only a third of the power.

ARK Came!
CARRIER
If You Can Hear It... You're Already Dead!
ARK Saw!
ARK Got Its Ass Kicked!
JALECO
www.jaleco.com
Sega Dreamcast.
RATING PENDING
RP
CONTENT RATED BY ESRB
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In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world now – a savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

Vying for control of Earth, the Southern Cross bombs the Heimdal, setting free ARK – a prehistoric organism. When ARK attacks, it implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely lusts for the end of human life.

Even if it looks human, you could be screwed 'cause it may be an ARK drone. Who is friend, who is foe?

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal Aircraft Carrier before it reaches land. You must fearlessly blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance. You never know what's lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer wit and brute force are all that can save you now.

SCANNING

"Carrier is light years ahead of the competition in both game play and graphics."

- Silicon Magazine, July, 1999, Issue 12

TEST ZONE

crazy taxi

CrazySexyCool. Buckle up, kids.

On the face of it, the concept doesn't do much to raise that proverbial flag. Driving around in a checkered cab and completing multiple pick-ups and drop-offs within a given time limit isn't the most opulent vision of gaming grandeur, to be sure. But while role-playing a cabbie (without even a dashboard Virgin or beaded seat-cover to help set the mood) isn't necessarily the most obvious approach to home entertainment, *Crazy Taxi* is, without a doubt, one of the least crazy reasons to own a Dreamcast.

After only a few spins around the high-resolution block, it becomes easy to see why AM3's latest asphalt-burning title was one of 1999's most well-received arcade games, and is one of 2000's most highly-anticipated Dreamcast titles (but will *not* be mistaken as a sequel to *Taxi Driver*, Mr. Scorsese's cinematic exploration of intense psychological suffering and paean to the immutable agony of the human condition).

Gameplay in *Taxi* is of the 'get-in-get-out-and-count-your-money-later' variety (a style some critics view as more appropriate for the original quarter-munching coin-op machine than for your home console). Pedestrians dive out of the way, fruit stands topple, and every rule in the DMV's guide to defensive driving gets flattened, squelched and then flattened again in the name of victory.

Dropping a few bucks for 15 minutes of visceral experience is one thing (ask

a high-speed rush that has rarely been surpassed."

1 THIS is what happens when you suck. Not that we suck. See, we just wanted to show you, like, "*What if* we sucked."

2 B.D. Joe is the happiest-looking cab driver we've ever seen. Um, no comment.

3 "Excuse me, do you know where I can get a pair of pants cool enough to match this cut-off purple shirt?"

4 Here, the challenge is to drive this priest to his church on top of the hill without sinning (i.e., cursing, running over nuns, etc.). **Note:** Please direct complaints to Simon Cox, Ed.

5 This chump is never gonna make it—well, maybe if he stopped eating so much KFC. "Go vegan or go home, Punchy."

any politician)—but when that same visceral experience moves into your house and unpacks its undershorts, it becomes a very different beast. Essentially, the big question for gamers is this: is *Crazy Taxi* worth fifty of your hard-earned bucks? In a word: hell, yeah (don't even sweat that extra word—we threw it in as your gift-with-purchase).

The game goes a little something like this: pick one of four crazy taxis (each comes complete with complimentary crazy driver), drive in quite a crazy fashion around a huge city (which happens to be a near-replica of crazy San Francisco), and alternate between picking up and dropping off a wily bunch of crazy passenger-types. Because each of these passengers is on an extremely tight schedule (they seem to have something called 'lives', which means that they probably don't work in crazy publishing), drivers are forced to play a game of beat-the-clock each time they pick up a new fare—which is definitely a crazy proposition. A moving arrow guides drivers to each destination, but because surroundings are laid out like those in a real city, they're rife with shortcuts and alternate routes. This freedom of movement keeps the game fresh and exciting, and makes each outing a new and unpredictable experience. Crazy.

Visually, *Crazy Taxi* looks better than Jennifer Lopez on a sliver platter with a side of curly fries and a banana-split (who-split?) sundae for dessert. It's simply spectacular, with polished, high-res graphics and a sense of style all its own (think *Toy Story* meets *Wonder Woman* animation meets *Daytona USA*. Give it a try: see if you can describe it any better). Streets are lined with lush, detailed houses and buildings and an assortment of recognizable San Francisco landmarks, lending a unique sense of (sur)reality to proceedings. The city is alive with movement and energy, and it seems to contain an overabundance of oblivious drivers (talking on their cellphones), viciously offensive drivers (due to the violence-inducing effects of playing videogames), and just plain *bad* drivers. And to make your roadgoing experience

PUBLISHER SEGA
DEVELOPER SEGA/AM3
GENRE DRIVING
PLAYERS 1
ORIGIN CRAZY JAPAN
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 23+
ESRB E
PRICE $49.99

Welcome to TESTZONE

Writers! How We Love 'em!

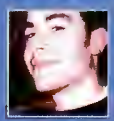
Here at the Official Sega Dreamcast Magazine, we believe that the best things in life are free (or $7.99). That is why, each and every month, we use this space to single out some of our favorite contributors for special attention—instead of paying them. No stalking, please.

CORD BARRETT SMITH
(kord) *n.* **1.** Former PR agent of the Hollywood stars, currently trapped in an university, teaching. **2.** Proponent for adding *Sega Rally 2* to any mandatory reading list.

ANDREW KAUFMANN
(an'droo) *n.* 1. A male native of the Texas region, imbued with ability to write and maintain a gaming site. 2. The *other* man on the moon. 3. One with a passion for RPGs.

JORG S. TITTEL
(yurg) *n.* **1.** A migratory species hailing from Belgium, currently found in NYC. **2.** Possesses traits (and duct tape) of a 'starving actor' with disturbing *Chu Chu Rocket* fixation.

MAX EVERINGHAM
(maks) n. **1.** Of British heritage. **2.** One who wears (only) black. **3.** Fan of American football (not *footy* football). **4.** One who moves from country to country for the hell of it.



EVAN SHAMOON
(e'ven) *n.* **1.** A member of the Primate order excluding man, esp. one of the eyeglass-wearing smaller species. *Ex. <An Evan ate my banana>* (also see **Chimp**)

What Scoring Means to Us ...

... but we don't need your pity, thanks.
We mark out of **10**.

[redacted]

For those of you who can't be bothered to read (suggestion: stop wasting your money on magazines), a summary box is provided which delivers the review's essential nutrients without requiring exertion on your part—a bit like a review smoothie.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	very weak
1	embarassing

IN BRIEF

(+) POINTS
- Control that makes even the humble DC controller feel like an extension of the hand
- The sort of compulsive gameplay that takes hold and won't let go

(−) POINTS
- When all is said and done, this is a driving game; a fact which may turn some players off

BOTTOM LINE
Playing 'traffic' has never been this fun. Crazy, compelling stuff

DREAM GAME AWARD
With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the **Dream Game Award.** The title that gets this guarantees a good time no matter who you are or what type of games you like to play. An essential purchase!

FYI: Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.

5'44"85
game time
$ 2,217.5
FARE
$ 454.2
"Pop quiz, hotshot. There's a bomb on a bus. Once the bus goes 50 miles an hour, the bomb is armed. If it drops below 50, it blows up. What do you do?"

1 That big green arrow is your tour guide. Seems like it's pointing directly at that parked car, doesn't it? Hmmm...

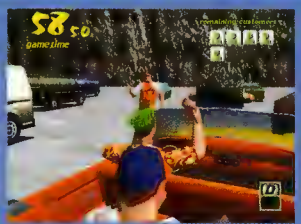
2 "I'm tellin' ya darlin', the critter was *thiiiiiis biiiig*. Sucker almost ripped my darn head off! Say...can I have a lift?"

3 Speedy attempts a double-backflip into the taxi. *"Arriba arriba! Andale andale!"*

I shall call him 'Mini-Game'.

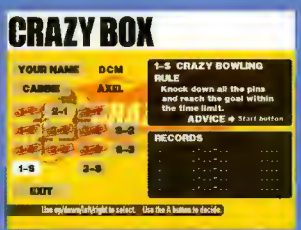
Here's a sampling of the mini-games added to the DC version of *Crazy Taxi*. Despite their simplicity, these games have managed to consume the small yet dedicated minds of the monkeys around the office. Reader banana submissions welcome.

This one's called Crazy Jump. The guard-rails are there for safety when you're driving you taxi off cliffs at high speeds.



"Ay, jerk! Get outta my friggin' way!"- Guy "Are you talkin' to me?" - Other Guy *Crazy Taxi* does NYC in Crazy Jam.

It's an obvious leap to make, right? Crazy Bowling. With your taxi. Why didn't we think of that? Oh yeah: *'cause we're sane.*



Crazy Box. Not only the launch point for *Crazy Taxi* mini-games, but also the nickname for ODCM's cramped little digs (read: mini-brains).

In Crazy Bound, drivers must the the provided ramps to complete a series of difficult jumps across water. Not easy.

It's like in *The Matrix* when Trinity's in the phone booth and sh puts her hand up against the glass as she tries to—*(smack)* "Shut up, Evan". Actually, it's Crazy Party.

Crazy Pole. Check out those environments. Imagine them racing by at 60 fps. Now *imagine*—actually, stop imagining. Just go get the damn thing.

www.DailyRadar.com

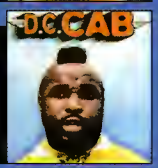
"Every rule in the DMV guide to defensive driving gets flattened."

Thanks, I'll Just Walk

There must be something in the moldy polyester seating, because *Crazy Taxi*'s not the only wacked cabbie in town. The following are similarly demented folk who have had much to do with the checkered cars...

Taxi Driver's Travis Bickle. "Hey, you free tonight? Great. Wanna see a porno? No? Okay. Well, I think I'm gonna go kill the president. Bye now."

Taxi's Andy Kaufman. This guy had more personalities than the Village People, for chris-sake. And he flossed his ass. *And look at him.*



D.C. Cab's Mr. T. "I pity the fool who gave me this ridiculous haircut. I'm Mista T. I pity the fool. I'm Mista T. I pi—" Shut up, please.

Gillian Anderson. What? Haven't seen *Chicago Cab?* Gillie cameos (two whole minutes) as a trashy fare in this bleak Christmas cab tale. We're curious. Rent it and let us know if it's any good. Better yet, send us a copy.

4 Thelma: "Listen up, girl—let's not get caught."
Louise: *(unconscious)* "..."
Thelma: "Let's go all the way."

5 "You're gonna turn down *this*? Hey, I'm Joey Buttafuoco ova here lady!"

even more like the real thing, *Taxi*'s visuals rush by at a consistently silky-smooth 60 fps with minimal slow-down, making *Sega Rally 2* look like a three-toed sloth with two bum toes.

Sega has gone out of its way to get big-name bands on the *Crazy Taxi* soundtrack, and this insistence pays off. Bad Religion and the Offspring are the headliners, and while we at **ODCM** are not especially partial to either band (particularly not after two or three days of intensive exposure), it must be said that they fit the game's furious, frenzied tone extremely well. And to top out the saturated soundscape, a veritable buffet of high-quality vocal samples are often quite funny—and always effective.

New to the DC version of *Crazy Taxi*, a series of exclusive mini-games are successfully entertaining—if only diversionary. Players compete in a series of different driving 'tests', as it were, which include ramp-jumping and other such distractions. But while crazy parking and taxi bowling (did someone say 'crazy'?) are indeed nice additions to the total package, it is the meat of the game that will keep players coming back for more potatoes. The game's distinctive *je ne sais quoi* lies somewhere between its exceptionally fluid control and its free-form, explorative gameplay. Players are able to weave in and out of oncoming traffic with the kind of dexterity that would make any Hollywood stuntperson proud, providing a high-speed rush that has rarely been surpassed in the genre. Think Bruce Willis and Sam Jackson in *Die Hard 3* driving through NYC at 90 mph, and you'll understand where the appeal lies.

In the end, *Crazy Taxi* is just the sort of original, unfettered fantasy that Sega has always specialized in, and it gets the DC console headed in exactly the right direction for a promising new year. So get crazy, y'all. This is one commitment you won't regret. EVAN SHAMOON

IN BRIEF

(+) POINTS

- Control that makes even the humble DC control feel like an extension of the hand
- The sort of compulsive gameplay that takes hold and won't let go

(−) POINTS

- When all is said and done this is a driving game, a fact which may turn off some players

BOTTOM LINE

Playing traffic has never been this fun. Crazy, compelling stuff

Official Sega Dreamcast Magazine **Score 9** out of 10

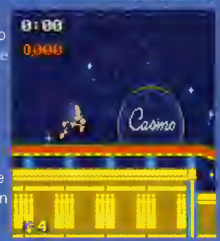
NEO-GEO POCKET COLOR

Pocket *Sonic*

Is that a rodent in your pocket?

PLATFORM NEO GEO POCKET COLOR
PUBLISHER SNK
DEVELOPER SNK/SEGA
PLAYERS 1-2
ORIGIN JAPAN
PERIPHERALS LINK CABLE
ESRB E
PRICE $34.95

There are certain things in this world that simply do not need to be improved, despite the rapid advancement of society around them. One of them is paper. Another is the original Charleston Chew. A third, apparently, is Al Gore's hair. But the biggest cultural staple of all (according to **ODCM**) is a little gem called *Sonic the Hedgehog* in all of its splendid, old-school, blast-processing 2D glory. After several appearances on Genesis and a few more on Game Gear, the rodent in a hurry (or *rodent à depeche mode*—no, we just can't get enough) has now made his way onto the Neo Geo Pocket Color. With a game that utilizes its beautiful screen and an excellent translation to the fullest, SNK's portable wonder has finally found its *raison d'etre*.



Pocket Adventure is essentially an adaptation of *Sonic 2* for Genesis, with bits and pieces of the third Genesis game thrown in for good measure. The graphics are incredibly sharp, and all of the original game's speed manages to survive the translation. The only graphical deficiency is in the lack of parallax scrolling, but this failing is hardly noticeable. And with SNK's excellent joypad, control is actually *better* than that of the original game. Even the sound is quite good (despite the tinny speaker). The result is a fantastic ride that's every bit as addictive as its 16bit sibling. Play it again for the first time. If you happen to have a Neo Geo Pocket Color, we guarantee you won't regret it. EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 9**

PERIPHERALS

Dream Pad

MANUFACTURER MAD CATZ
PRICE $29.95
RELEASE DATE NOW

Known primarily for its quality racing wheels, Mad Catz has unleashed its own take on the Dreamcast controller—which, for the most part, surpasses the original. The feeling of the unit in your hands is more solid, with better grip, and the rubber detailing for the part of your palm that takes the most pressure is a great addition. The rubber tip of the analog stick is also a huge benefit. There are six re-mappable digital action buttons on the face, with two of them performing the actions of the triggers—great for fighters. Unfortunately, the digital D-pad is disc-shaped. We found it difficult to make precise movements, even when simply navigating menus. Still, this is one of the best third-party Dreamcast controllers out there.

Official Sega Dreamcast Magazine **Score 7**

Psychic Force 2012

Psychic Turkey Comes Home to Roost

PLATFORM DREAMCAST
PUBLISHER TAITO
DEVELOPER TAITO
ORIGIN JAPAN
GENRE FIGHTING
PLAYERS 1-2
PERIPHERALS JUMP PACK, ARCADE STICK
ONLINE NO
ESRB T
VMU COUNT 9
PRICE $29.99

When discussing the new DC version of *Psychic Force 2012*, one must return to that old gaming adage: *minimally improved graphics and sound do not a good port make*. In short, *PF2012* is just the sort of game that Dreamcast does *not* need: a frustrating, under-produced, and distinctly mediocre fighting game, produced for a genre that DC already has covered.

The most disappointing thing about *PF2012* is the fact that the promising concept is wasted by poor execution. Ideally, the game is supposed to give players the chance to duke it out while hovering gracefully with a full range of movement. Warriors *should* be able to move along any axis, using short- and long-range attacks in dazzling, *Matrix*-esque anti-grav/anime-inspired battles.

Begin dream sequence: "I know Kung-fu." End dream sequence. Mmmmmm, *Matrix*.

In practice, however, manipulating the analog stick gets you as far as manipulating the jowl-ly bits of skin between your face and neck–i.e., nowhere. Unfortunately, controlling characters in a gravity-free 3D battle with an eight-way digital pad is like flying a helicopter with a steering wheel—it just wasn't meant to be. Combined with a simple three-button kick-punch-block control scheme, battles often disintigrate into little more than a complicated game of *Asteroids*.

In its final form, *PF2012* is essentially a fighting game without solid ground to stand on. Granted, this is a port of a nearly-two-year-old arcade game, but what's the point of refitting an aging fighter without significantly refitting the fighting engine? If you've been looking forward to the liberated physics model of *PF2012*—buy *Power Stone* instead. EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 4** out of 10

PERIPHERALS

Astropad

MANUFACTURER PERFORMANCE
PRICE $19.99
RELEASE DATE NOW

For the price, it's a bargain—but on closer inspection, you may be getting exactly what you're paying for. Its size and mass is similar to that of the standard DC controller—and the main problem with the standard is its light weight (especially without a VMU or Jump Pack inserted into its slots). Well, the Astropad is even worse, with a hollowed out, plastic feel and super-jumbo palm pads that make movements feel awkward. While its Auto feature and circular D-pad are pluses, give it (and its competition) a good look before plunking down the cash.

Official Sega Dreamcast Magazine **Score 5** out of 10

"You'll Vigilante 8 Second Offense

You can do it with a friend, but it's better alone. Clearly, something's gone horribly wrong.

To say that the game isn't fun would be a mistake. Nothing (almost nothing, at any rate) is more satisfying than scorching the last piece of metal from under your hysterical buddy's butt. But while *Vigilante 8: Second Offense* was conceived, first and foremost, as a game to be played with and against friends, this is the exact aspect that proves to be its weakness. You'll hear yourself saying *'could have'* and *'should have'* rather frequently—and you'll also begin to dream wistfully of Sega's long-awaited, much-touted online network. If there's one game that yearns to be played online, it's this one.

Luxoflux's first Dreamcast effort is also the first game of its kind on our favorite console. Not only are there wacky enemy vehicles (ranging from a rather straightforward '70s muscle car to a hovercraft from outer space) begging to be annihilated, but the game's 12 levels, set in various US locales, are almost fully destructible.

PUBLISHER SEGA
DEVELOPER SEGA/AM3
GENRE DRIVING
PLAYERS 1
ORIGIN JAPAN
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 23+
ESRB E
PRICE $49.99

www.DailyRadar.com

hear yourself saying 'could have' and 'should have' rather frequently."

1 "So, I know this great little missile silo down by the river. Wanna cruise down there and blow some stuff up?"

2 It's like water-skiing, except you're in a car. Well, actually, it's just shooting the living donuts out of everything you see.

3 Playing *Vigilante 8* in four-player mode is like sitting right behind that enormous melon resting atop Jay Leno's neck. Neither works out very well.

4 "Okay, so what you have to do is—bear with me now—shoot the living piss out of anything that even thinks about moving. You follow?"

They're packed with all sorts of interactive elements like cranes, metal-munching sharks, ski-lifts etc., which invite you to bludgeon opponents and chew up the scenery at the same time. And the sheer quantity of different weapons and other upgrades scattered across the levels, combined with near-infinite numbers of special attacks (which you activate by pressing buttons as you would in a fighting game), make every round a different and unpredictable experience.

For the lone player, the developer has created three unique game modes: Arcade, Quest and Survival. While the Arcade and Survival modes basically require you to destroy everything that moves, the Quest mode gets a little more interesting. Each of the 18 characters (most of which you'll need to unlock) has to complete eight missions, which require you to pick up and deliver certain objects, destroy specific parts of the scenery and, of course, get rid of all enemies. Unfortunately, you'll notice almost immediately that these missions are pretty much identical on every level. It seems as if Luxoflux didn't get quite as creative as Reflections did with their PlayStation hit, *Driver* (where's our Dreamcast version, dear friends at GT Interactive?)—but remember, *V8:SO* wasn't really designed to be a one-player hit.

Nevertheless, despite its flaws, the single player experience turns out to be more fun than playing the game with other people (up to three), mainly for technical reasons. Already disappointingly short in one-player mode, the draw-in distance is so poor in multiplayer that the programmers have tried to hide it with fog and simplified graphics. Framerate seems to be lower when four players are competing—and graphic elements aren't helped at all by the split-screens' limited visibility. Big cars or buses can eat up half of a player's screen and become irritants to gameplay; a choice between different camera angles would have made better sense (and the first-person view is somewhat unplayable, anyway). And while you're able to deathmatch, form teams or even choose to take on up to three live opponents at once in Smear mode (while they're cooperating to crush you), other traditional multiplayer games like 'capture the flag' are sadly missing.

All in all, *Vigilante 8: Second Offense* is an enjoyable game packed with amusing details, impressive effects and a fitting soundtrack that captures the game's '70s-influenced spirit and charm. If a bit more work had gone into its multiplayer elements, it could have earned a higher score. So make the most of this second offense, and look forward to the third—here's hoping that the battle happens online!

JORG TITTEL

Official Sega Dreamcast Magazine

Score 7 out of 10

IN BRIEF

(+) POINTS

- Fast, furious & unadulterated fun
- It will take you ages to finish
- Lots of hidden goodies to unlock

(–) POINTS

- No online (it's not their fault)
- Fog and pop-up
- Limited visibility in multiplayer

BOTTOM LINE

Packed with neat challenges that will keep you busy for ages, but it deserves better multiplayer portion.

www.DailyRadar.com

Fellow *South Park* devotees, we're sorry ...

Chef's Luv Shack

Holy $#it dude! This sucks @ss!

PLATFORM DREAMCAST
PUBLISHER ACCLAIM
DEVELOPER ACCLAIM STUDIOS
ORIGIN US
GENRE TRIVIA
PLAYERS 1-4
PERIPHERALS N/A
ONLINE NO
ESRB M
VMU COUNT NO SAVE OPTION
PRICE $49.99

Content to adhere to the cast-iron rule stating that 'licensed games must be fat' (or in Cartman's case, big-boned) cash cows with little or none of the substance or charm that made the original product so compelling,' Acclaim has crafted a perfect addition to this ever-growing library of underachievement. Fellow *South Park* devotees, we're sorry to tell you: this one's just a big, ugly boner.

Acclaim's press-release bills *CLS* as, "The perfect 'party down' game, including hilarious trivia and *South Park*-influenced mini-games that require fast reflexes while tickling fan's [sic] funnybones." This typo turns out to be prophetic—the game itself could be described, in essence, as an epic mistake just crying for White-Out. Topping its long list of offenses is the

fact that the questions simply *are not funny* and usually don't even aspire to be (who cares what the regulation weight for an Olympic bar-bell is, and why is it in a game about *South Park*?). This sheer lack of humor is unforgivable—but unfortunately, it's only the tip of the iceberg.

With horrible loading delays between each question, a selection of mini-games that are little more than recycled shareware, screens full of impossibly uninspired graphics, and about as much play value as a turkey baster, don't even waste your time. Buy the movie soundtrack, if you haven't already. Now, *that's* inspired. EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 3** out of 10

PERIPHERALS

Astropad

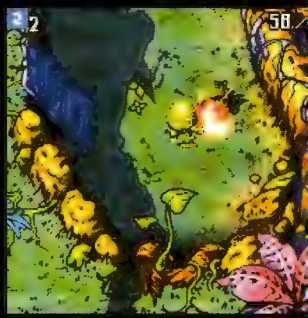
MANUFACTURER PERFORMANCE
PRICE $19.99
RELEASE DATE NOW

For price, it's a bargain—but on closer inspection, you may be getting exactly what you're paying for. While its layout is similar to that of the standard DC controller, the main problem with the DC controller is most likely its light weight (especially without a VMU or Jump Pack inserted into its slots). The Astropad is even worse, with a hollowed out, plastic feel and super-jumbo palm pads that make movements feel awkward. While its Auto feature and circular D-pad are pluses, give it (and its competition) a good look before plunking down the cash.

Official Sega Dreamcast Magazine **Score 5** out of 10

1 Crisp, hand drawn backdrops add a certain amount of character to *EGG*, but controls keep it grounded more in the 16bit realm than the 128bit.

2 Your ability to earn new elemental spells will help you get past certain objects and aid in solving some of the puzzles.



3 Much of your time will be spent trying to collect powerups and items within an intricate series of dungeons known as Fogna in *EGG*.

Elemental Gimmick Gear

What came first: the story or the action? Vatical serves up the scrambled RPG, *EGG*

One of the first RPGs out of the DC gate, Vatical's *EGG* certainly feels a lot like what gamers would expect from an early RPG: stiff animations, outdated graphics and an RPG-by-numbers story. But if you look closer, there's substance lurking beneath the surface.

A young 'Gear' pilot is found unconscious deep within an ancient ruin. He awakens, 1000 years later, without knowledge of his past. The rest of the game is spent searching for your memory, as well as new weapons and items.

As an action RPG, every new ability that you earn opens up EGGs world to allow you access to new areas and dungeons. The concept is proven and even addictive at times, with 2D stock enemy battles and 3D combat when you run across an important foe or boss.

Unfortunately, the bottom line is that *EGG* fails to really *hook* the gamer with its story or cast. If anything, the action comes before the story, and it's choppy at best with slow movement onscreen. But even with all of its shortcomings, there is a certain subtle *something* about *EGG* that rabid RPG fans will still find appealing. FRANCESCA REYES

PUBLISHER VATICAL ENTERTAINMENT
DEVELOPER HUDSON
GENRE ACTION RPG
PLAYERS 1
ORIGIN JAPAN
PERIPHERALS NONE
ONLINE NO
VMU COUNT 2+
ESRB T
PRICE $49.99

IN BRIEF

(+) POINTS
- Great hand-drawn backdrops
- Orchestral soundtrack a bonus
- Four players make it a party

(–) POINTS
- Slow, slow, slow character movement – cut 'n dry translation

BOTTOM LINE
Charming in its own simple way, but never quite strong enough to escape the curse of being average.

Official Sega Dreamcast Magazine **Score 5** out of 10

www.DailyRadar.com

"...AN EXCELLENT TITLE TO ADD TO THE [SEGA] DREAMCAST™..."
-Game Informer

TEE OFF™

ON YOUR SEGA DREAMCAST™!

It's time for TEE OFF - the first golf game for SEGA DREAMCAST™! With 128-bit graphics, the greens have never looked better. And with arcade style gameplay, golf has never been more fun! Play as a foursome and hit the links. Square off against a friend and battle to the fairway. Work on your strategy against 15 talented anime opponents. So line up your shot and TEE OFF!

Take control of your swing – topspin, backspin, even hooks and slices!

Conquer the world's best courses to unlock hidden characters.

6 great game modes – like Match Play and the futuristic GATE BALL!

Adjustable difficulty levels & easy-to-use controls – duffers and pros alike can have fun!

EVERYONE
E
CONTENT RATED BY ESRB

Sega Dreamcast™

Acclaim®
www.acclaim.com

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1 Best of all is that Julie Andrews soundtrack: *"The streets are alive, with the stench of corpses..."*

2 Hadoken! Linda goes for the Flying Psycho Fist™ and comes away with a green, gooey mess on her dress. Ugh.

3 After an area is clear, a cinema escorts your team into the next zombie-infested rathole. Lather, rinse, repeat.

4-5 Defeating monsters, saving the damsel in distress—all in a day's work for our man Stick.

Zombie Revenge

No, it's not the ODCM staff on deadline ... *they're actual animated corpses!*

In an age of gaming that is seemingly awash with zombies and assorted undead mutants (*Code Veronica*, *HOTD2*, *Blue Stinger*, et al.) Sega seems eager to capitalize on the trend. In *Zombie Revenge*, the familiar scenario returns—i.e., a town overrun with loose-limbed ghouls, plus a dash of mysterious military cover-up added for flavor—and gamers have a chance to bash brains in a third-person arcade blaster.

The premise is simple: players battle through a decimated town, collecting weapons, in order to face off with bosses and a never-ending wave of foes. But don't mistake *Zombie Revenge* for an adventure game—it's fast, furious arcade action, powered up with an arsenal of firearms and fighting moves. And in an attempt to sidestep the shallowness of most arcade ports, Sega has added a host of DC-only options, including a Fighting Mode, an Original Mode and a Boss Mode. Most intriguing is the Training Room mode, where you can download characters to the VMU and 'train' them to boost their stats, store items collected in Original Mode, and unlock secret goodies.

Overall, this is a game not to be played alone. Drag a buddy along in Fighting Mode or Original Mode, and you'll discover that the fun will last longer than if you go solo. Because even though *Zombie Revenge* is a little more challenging (and longer in the tooth) than its spiritual predecessor, *House of the Dead 2*, it threatens to fall more squarely into the lackluster DC lineage of *Dynamite Cop* if you don't put enough time into it.

It's not the prettiest DC game on the market, and there are sticky control issues to deal with—and gamers who rush through hitting the 'Continue' button every time may mistake it for a button masher and miss out on a chance to employ their skills. Nevertheless, by flexing their strategy muscles in repeated tries, players will discover more than action glitz lurking below the arcade-ish surface. Fans will get the most out of ZR's plethora of modes and mini-games—but take our advice: do it together. FRANCESCA REYES

PUBLISHER SEGA
DEVELOPER SEGA
GENRE ACTION
PLAYERS 1-2
ORIGIN JAPAN
PERIPHERALS JUMP PACK, ARCADE STICK
ONLINE NO
VMU COUNT 114
ESRB M
PRICE $49.99

IN BRIEF

(+) POINTS
- Loads of new modes for home
- Two-player madness!

(–) POINTS
- Sticky character controls slow... action...dooooooown...
- Blocky. Lack o' visual polish

BOTTOM LINE
A zombie-blasting, mindless, action-filled ride to beat *House of the Dead 2* for fans willing to put in the time

Official Sega Dreamcast Magazine **Score 6** out of 10

www.DailyRadar.com

WARNING!
FLOOD ZONE

wetrix+

"An Amazing New 3D Puzzler"

MORE ADDICTIVE THAN NICOTINE!

Forecast reports 100% chance of rain... fire balls, earthquakes, missiles, and ducks. That's right! There's a storm brewin' and time is of the essence. Design valleys and mountains to hold the water in place. Better be quick though, you don't have as much time to react as the ***other*** falling puzzle game. Highly addictive and guaranteed to make you WET!

imagineer

EIDOS INTERACTIVE GAME DESIGN STUDIO

XICAT INTERACTIVE

Sega Dreamcast

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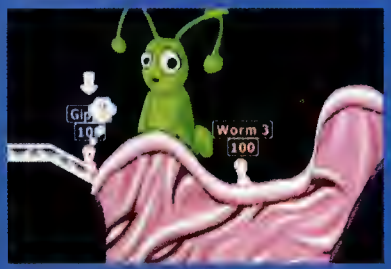
"Don't bother bringing a friend"

Worms Armageddon

Hasbro's can of worms —WARNING: worms don't always go quietly to the hook when they know they're about to become fish bait. Sometimes they fight back—and *Worms Armageddon* showcases the most destructive annelids since *Tremors*. It's the latest in Hasbro's series of *Worm* titles, in which cartels of slimy little guys run (or ooze) around against 2D backdrops trying to blow each other up. The concept is simple: aim a weapon, fire it with the proper force, and hope the wind doesn't blow the projectile back where it came from (read: ouch).

PLATFORM DREAMCAST
PUBLISHER HASBRO
DEVELOPER TEAM 17
ORIGIN US
GENRE STRATEGY
PLAYERS 1-2
PERIPHERALS JUMP PACK
ONLINE NO
ESRB E
VMU COUNT 33
PRICE $49.95

Unfortunately, the game doesn't play out quite this simply. *Worms Armageddon* features dozens of weapons, each of which differs subtly from the others. This variety allows for creativity when assessing ways



The grasshopper rightfully looks worried.

to exterminate opponents, but it also results in a steep learning curve—a curve which the AI enemy doesn't have to contend with. Players may find themselves getting frustrated as they struggle with trajectories and launch forces (and don't forget about those forever-shifting headwinds), while the sharp-shooting computer lands a flawless pattern of direct hits.

All things considered, *Worms Armageddon* is far more enjoyable when played against similarly handicapped human opponents. So if you happen to be sharing a sofa with one or two of the above, pick up a bazooka.

ANDREW KAUFMAN

Official Sega Dreamcast Magazine **Score 7** out of 10

PERIPHERALS

Quantum Fighter Pad

MANUFACTURER INTERACT
PRICE $29.99
RELEASE DATE NOW

With six buttons and an ergonomic design, Interact's first controller out of the gate sure looks pretty, but it fails to handle well during our extensive playtest. The casing is larger than standard and a bit cumbersome, making precision moves in fighting games harder to execute. Though it's programmable and fitted with a decent digital pad, the cons, sadly, outweigh the pros.

Official Sega Dreamcast Magazine **Score 4** out of 10

1 "Kick, punch, it's all in the mind"—ah, how we wish it were.

2 The lack of a steady camera and the constant, bewildering wave of enemies and dangers make *Soul Fighter* an unfortunate mess.

3 Whether you play through as the buxom female brawler, the burly male warrior or the geriatric spell-caster—*Soul Fighter* still fails to surprise, impress or even entertain. Big bummer.

Soul Fighter

This solo fighter is one big act of contrition

Toka's ***Soul Fighter*** might have flashy graphics that show potential, but ultimately, proves to be a beat-'em-up let-down.

First: don't bother bringing a friend. There's no two-player mode in *SF*. You'll be going at it alone using one of three generic characters (warrior, wizard, or thief), all of whom share the same attributes and attacks. There is only one kind of throw, and while primary weapons can be drawn, they only make those tired combos a little showier. Other weapons can be picked up along the way, only to be used in a jarring first-person view. Attacks are strung together to form combos, but after a string of punch-punch-kick, you've exhausted the bulk of your fighting possibilities.

Second: both arcade and adventure mode share the same uninspired levels and tired mechanics. In adventure mode, a player has the option of saving a game once a level is completed, but prevented from continuing mid-way through. Aargh! Frustration factor aside, most gamers will tire of the game's play mechanics by the second level. Rent this game if you must, but don't say we didn't warn you.

CORD BARRETT SMITH

PUBLISHER MINDSCAPE
DEVELOPER TOKA
GENRE ACTION
PLAYERS 1
ORIGIN FRANCE
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 7
ESRB T
PRICE $49.99

Official Sega Dreamcast Magazine **Score 2** out of 10

IN BRIEF

(+) POINTS
- Fluid 60 frames per second
- Flashy graphics and effects

(–) POINTS
- Single player only
- Monotonous levels, mechanics

BOTTOM LINE

A soulless game seemingly designed for masochistic loners. There's no fun to be had here.

www.DailyRadar.com

Your Neon Escape from a Mono-Chrome World!

ADV FILMS

Bubblegum Crisis: Tokyo 2040
vol. 4 - Rampage

"made me fall in love with the story of the Knight Sabers all over again" -GameFan

In the bowels of Tokyo, a monster feeds on construction boomers. All reports of this vampiric bio-machine are suppressed by Genom's invisible political pressure. But in the fractured depths of the city's infrastructure, the cannibal leviathan grows unchecked. Fear and danger await the Knight Sabers as they descend into the creature's den to hunt it in a labyrinth of shadows.

in stores 03.14.00 | DUB $24.95 | SUB $29.95

Sakura Diaries vol. 1
Just east of Melrose. And definitely outside of the 90210 code.

Urara likes Touma. Touma likes Meiko. Meiko might like Touma, but she only dates college boys. So what's an under-achiever like Touma to do? Well, you can always lie and say you got into the most prestigious university around. And if you're Urara, will you keep his secret? Or will you use that secret to ruin his chances with the other girl?

in stores 03.14.00 | DUB $19.98 | DVD $24.98

Master of Mosquiton, the Vampire 3
"Master of Mosquiton is a fresh anime by any standard." -FrightX

Get ready for the grand finale as teenaged tomb raider Inaho and her undead partner Mosquiton face off against the inhuman Rasputin, the world-devouring Star Lords and the most terrifying threat of all, Mosquiton's extremely bitter ex-wife. Don't miss the final chapter of this exciting adventure that critics and fans alike give an A+ (and B, and AB-, and O+).

in stores 03.28.00 | DUB $19.98 | SUB $29.95

Those Who Hunt Elves Chpt. 6 - Final Trials
"Witty spirit, good writing, and one thoroughly wacked out plot." -Dave Halverson

A special prosecutor is appointed to capture and try Those Who Hunt Elves for their socially unacceptable activities. When brought to task for her collaboration with the foreign miscreants, Celcia is offered a deal: cooperate, and remain Elder of All Common Elves. Will she sell out her friends and Junpei?

in stores 03.28.00 | DUB $24.95 | SUB $29.95

BUBBLEGUM CRISIS: TOKYO 2040 © AIC, AIC | MASTER OF MOSQUITON ©MOSQUITON PROJECT • NIPPON COLUMBIA | SAKURA DIARIES ©[illegible]
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Test Drive 6

PUBLISHER INFOGRAMES
DEVELOPER PITBULL SYNDICATE
GENRE RACING
PLAYERS 1-2
ORIGIN US
PERIPHERALS JUMP PACK, WHEEL
ONLINE NO
VMU COUNT 17
ESRB E
PRICE $49.99

This game is a test, all right. Of our patience.

In much the same way that nearly half of our nation's wealth is held by only one percent of its population, most of the fun in the driving game genre can be had by playing only a handful of spectacular titles. Deluged with sub-standard efforts every few months, players tend to be overwhelmed by the quantity, rather than quality, of competition within the genre.

The most obvious problem with *TD6* is of an aesthetic nature. For a console on which beautiful graphics have become the norm rather than the exception, blocky, unpolished visuals like these look just that much worse. While the tracks themselves are decent renders, the cars and effects look downright *awful*.

And while this lack of graphical sheen could be forgiven if control and gameplay were up to snuff: well, they're not. *TD6* plays like Keith Richards in concert after a six-week bender. And, upon waking up the next morning, it was apparently Mr. Richards who designed the game's physics model. This explains why, when other cars are bumped, they soar flamboyantly off into the great unknown instead of pursuing a more rational pattern of cause and effect. And the control—an essential part in any driving game—is floaty at best. It fails to convey the feeling of barreling down city streets at high speeds; the sensation is, instead, more akin to trying to get the kids to school on time in a Volvo station wagon.

All that being said, however, the gameplay itself isn't too bad: nicely varied and replete with options for multiple tournaments, betting on results and cool cop chases. The music is provided by an assortment of indie bands, so if you dig indie rock, you'll probably dig this. And since hauling ass through busy cities is, in itself, entertaining, there is certainly *some* fun to be had.

Because some gamers don't jive with the unconventional Sega *Rally 2*, and with the much-anticipated *MSR* and Sega *GT* not due out until later this millennium, racers are in high demand. *TD6* has reared its head at just the right time to supply the demand. Unfortunately, said head is decidedly unpretty. EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 4** out of 10

1 Though functional, the graphics in *TD6* look shoddy and thrown-together, showing more seams than a Gap sweatshop.

2 Cruising through beautiful Rome on a Sunday afternoon, the game tries and tries but doesn't quite 'take you there'.

3 *TD6* allows players to drive police cars and chase down criminal scum. We hear that there's even a secret NYPD code which allows you to take bribes and harass innocent women and minorities as well...

4 Parked in front of Central Park. Unless you want cool screenshots, however, parking won't do you much good.

IN BRIEF

(+) POINTS

- This is a racing game set in busy urban streets, so there's *some* fun
- Plenty of options and features

(–) POINTS

- Graphics with about as much character as a librarian with mono
- Controls and physics gone horribly wrong. Like, Frankenstein wrong

BOTTOM LINE

Everything one could want in a racing game, minus the graphics and control. And the pack-in supermodel.

PERIPHERALS

Dreamblaster

MANUFACTURER PERFORMANCE
PRICE $19.99
RELEASE DATE NOW

Though a little on the nubby side, MadCatz's Dreamblaster goes toe-to-toe with Interact's Lightblaster in the war of lightguns on Dreamcast. The feel and positioning of the D-pad makes it actually superior to the competition—plus, it's got a solid frame and all of the bells and whistles like Auto-Fire and Auto-Reload. And the Dreamblaster is delightfully precise, as well! Its feel, precision and sturdiness make it slightly better than Interact's Lightblaster, and thus the best lightgun for the DC in the US.

Official Sega Dreamcast Magazine **Score 9** out of 10

NEXUS 4MB Memory Card

DISTRIBUTOR LEVEL 6 (www.levelsix.com)
PRICE $23.95 ($25.95 w/link cable)
RELEASE DATE NOW

Anyone who owns *NBA2K* or *NFL2K* probably hasn't gotten over the fact yet that both games require 198 blocks on a VMU, leaving you with a sad two blocks left over (at least they've got each other). The Nexus 4MB card with its 800 blocks of uncompressed memory (separated into four memory banks) plugs into your PC's printer parallel port via a neat little cable, which allows you to use your hard drive as a near-infinite memory card—and even to email files to other Nexus users.

Official Sega Dreamcast Magazine **Score 9** out of 10

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DREAMCAST IS A REGISTERED TRADEMARK OF SEGA OF AMERICA

NFL Quarterback Club 2000

See Jack buy QBC 2000.
See Jack play it.
See Jack cry like a girl.

PLATFORM IGUANA
PUBLISHER ACCLAIM
DEVELOPER TAITO
ORIGIN US
GENRE SPORTS
PLAYERS 1-4
PERIPHERALS ARCADE STICK
ONLINE NO
ESRB E
VMU COUNT 64
PRICE $29.99

With Sega's superlative *NFL2K* out on the field, it's going to take something very special to intercept the pigskin—and *QBC2000* just doesn't have that kind of talent. The latest update to its Quarterback series, *QBC2000* is Iguana's attempt at 'realism'. Well. If you want to make a football game more realistic, guys, make it a game where you can play a decent running and passing game. Make it a game where the players' roles are defined and distinct, so (for example) a running back can run a ball back for 90 yards but a bigger defensive linesman can't. Include more accurate commentary and more animated crowds. Do any and all of these things, but don't—for heaven's sake!—do what Acclaim did here, and incorporate a catch button. The need to press a whole separate button for a receiver to actually catch a ball does not make the game more realistic or more challenging; it makes it frustrating, nonsensical and barely playable. A wide receiver doesn't have to go through a separate thought-process to extend an arm to catch the ball he's tracking, and neither should the player on your Dreamcast. What's the point of being able to throw the pigskin in eight directions under total control, if it's impossible to catch it?

Don't be deceived by this screen. *NFL QBC 2000* gets our vote for worst sports game of the season.

This feature is perhaps the only significant addition to last year's (far better) game. And along with the accompanying horrendous slowdown, it's reason enough to steer clear of this sports travesty.

MAX EVERINGHAM

Official Sega Dreamcast Magazine **Score 2** out of 10

PERIPHERALS

Jumbo Memory Pak X2

MANUFACTURER NYKO
PRICE $34.99
RELEASE DATE NOW

The "Jumbo" part of the name for this NYKO memory card is fitting—but not because of its ability to store twice as much save information as the normal VMU. Rather, once you stick it in your controller, you may never get it out. It's just too big—we still can't get the sample out of one of our controllers. Other than this little issue of scale, the device worked well: but insert with caution.

Official Sega Dreamcast Magazine **Score 5** out of 10

Legacy of Kain: Soul Reaver

Eidos' favorite anti-hero slinks onto Dreamcast

PUBLISHER EIDOS
DEVELOPER CRYSTAL DYNAMICS
GENRE ACTION/ADVENTURE
PLAYERS 1
ORIGIN US
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 50
ESRB T
PRICE $49.99

When *Legacy of Kain: Blood Omen* began this dark saga for PlayStation back in '96, gamers were delighted by the idea of a vampire fighting to save the Netherworld. The ending (spoilers aside) gave players a choice between saving the world, or ruling it—and when it picks up the narrative, *Soul Reaver* assumes that most power-hungry gamers chose the latter.

Unfolding through a series of cinemas and some of the best voice segments to grace videogaming (which may not be saying much compared to the dross that passes as 'voice talent' in most games, but this was actually enjoyable), *Soul Reaver* takes up the story 1000 years after Kain has seized control of the Netherworld and assembled his own army of undead acolytes. Raziel, one of the disciples of Kain, has had the misfortune to sprout wings before Kain: setting in motion a terrible retribution by the vampiric despot.

After waking up in a deep cavern of the Spirit Realm, players assume the role of Raziel, who, under the tutelage of a mysterious being, must battle his way through various enemies and enigmas to avenge his fate. Original and darkly

www.DailyRadar.com

"Raziel's Underworld sometimes smacks of a gothic *Tomb Raider*..."

1 Raziel finally comes face to face with his master, Kain, for a little quality one-on-one time. Who triumphs in the end? Play it for yourself!

2 From the Spirit Realm, players are able to hop from area to area via warp gates, which are only accessible once they're manually activated.

VIEW TO A KILL

Since you'll be dueling the undead throughout *Soul Reaver*, it's common courtesy to know how to properly send them on to their graves (for a well-earned rest). What's a kindly vampire to do? Any number of things, according to Eidos and Crystal Dynamics, including death by fire, death by water, and death by impalement. You, too, can do it all—if you have the right equipment.

4 *Soul Reaver* skips the whole vampire vs. 'holy water' thing—now, any old unblessed 'water' will do.

compelling, the storyline in *Soul Reaver* sets a nice backdrop to the ghoulish action.

Raziel's new powers give him the ability to shift between two different planes at will—the Spirit Realm and the Material World. Depending on which plane the player is in, different skills are available to Raziel, including the ability to manipulate physical objects (Material World) or use magical powers (Spirit Realm). This feature lends the game an intriguing amount of depth, in that players are challenged to be doubly resourceful in solving many of *Soul Reaver*'s puzzles.

Raziel's environs are a seamless series of bleak fortresses and caverns that well-complement the atmosphere of the game, without visible load times. Though the rocky textures are sometimes repetitive and overwhelmingly grey at times, the lighting effects (especially on Dreamcast) more than make up for this monotony with their eerie, phosphorescent glows and foreboding shadows.

This is, after all, a HUGE game. There're loads of areas to explore and secrets to discover, which can make most tasks daunting—especially without the assistance of an ingame map (we had hoped that Crystal Dynamics would've implemented a map feature in this port, but no such luck). And the puzzles within the game can border on laborious, with emphasis placed on arduous moves like pushing or pulling blocks and flipping switches. All told, the ride through the Underworld sometimes smacks of a gothic *Tomb Raider*: which can be a big turn-off for those less endeared to Ms. Croft's escapades on other systems.

But in the end, Crystal Dynamics' clever use of action wins out with some ingenious touches. Since Raziel is actually undead, he can never physically die. Instead, when his power is depleted, he simply returns to the Spirit Realm to replenish his energy by feeding on souls sucked from creatures there or in the Material World. With a lock-on feature similar to the Z-Trigger in *Zelda 64*, fighting enemies is a treat. As your enemies are also denizens of the Underworld, they can only be destroyed by special means such as impalement (the skewered twitch-and-wriggle death-throe is well-executed, and oddly poignant), submersion in water or immolation in fire. Murder in the world of *Soul Reaver* rewards gamers with a certain unparalleled level of ghoulish glee. Add to this Raziel's remarkably imaginative detail and design, and *Soul Reaver* leaps way beyond the adventure competition on DC thus far. If you haven't yet had a chance to try the game on PlayStation or PC, now's the time to take the trip.

FRANCESCA REYES

3 Raziel stuns his opponent by pulling out what looks like a jumbo, lethal disco ball from his gaping maw, and giving it a good shove.

Official Sega Dreamcast Magazine

Score 8 out of 10

IN BRIEF

(+) POINTS

- Gorgeous, hi-res graphics
- Clever interaction with environments
- Unique character designs
- No load times

(−) POINTS

- Framerate stutters from time to time
- Tasks can get overly long and laborious

BOTTOM LINE

A beautiful, atmospheric trip to the underworld for adventure fans with a penchant for puzzle-solving.

Incoming

Seek and destroy. And destroy, and destroy ...

PUBLISHER INTERPLAY
DEVELOPER RAGE SOFTWARE
ORIGIN UK
GENRE SHOOTER
PLAYERS 1-2
PERIPHERALS JUMP PACK
ONLINE NO
ESRB T
VMU COUNT 28+
PRICE $49.95

If you can take anything for granted in Interplay's *Incoming*, it's the fact that you're going to be shooting at things—lots and lots of things—and that you're never going to stop shooting.

Actually, to be more precise, you'll be shooting aliens, since the storyline falls into the typical 'defend the planet against space-born invaders' ilk. Each of *Incoming*'s six scenarios are located in unique environments which, other than their appearance, play about the same. They range from a snow scene to a sea level, to even a trip to the moon later in the game. Though some of the special effects (like missile trails) may dazzle, all of the game's areas eventually degrade into uninspiring terrain.

Each scenario is broken into ten separate stages that allow players to hop from weapon to weapon. You might begin at the helm of an anti-aircraft gun, move to a tank, and then land in the seat of a helicopter a few stages later. There are objectives to meet (albeit simple ones), but for the most part, no matter what kind of gun you're packing, gameplay relies more on reaction than skill.

Don't get us wrong. The trigger-happy mentality of *Incoming* is a blast—but things get repetitive quickly, despite the amusing game of musical guns you get to play with all of the weaponry. The flaws can be blamed on overly simplified controls and on a rigid AI that shows no real will to dogfight the player. It is what it is: a 3D 'shoot 'em all' game with pretty graphics. If you like it, you'll like it a lot.

NOAH MASSEY

Official Sega Dreamcast Magazine Score 5 out of 10

PERIPHERALS

Rally Wheel

MANUFACTURER AGETEC
PRICE $59.99
RELEASE DATE NOW

Though identical to its Japanese counterpart in every way, AGETEC's Rally Wheel leaves much to be desired in terms of weight, balance and sturdiness. Its plastic frame and lightweight base will undoubtedly make hard turns and accelerations tough to pull off, unless you keep the wheel firmly in your lap—which is not exactly the best place to keep a peripheral, with or without force feedback. While it fills its niche and gives you one more choice than you would've had without it, you might want to go with MadCatz's wheel, instead, for full effect: plus, it has pedals!

Official Sega Dreamcast Magazine Score 5 out of 10

F1 World

So you missed the '98 F1 season . . .

PUBLISHER SEGA
DEVELOPER VIDEO SYSTEM
GENRE ACTION
PLAYERS 1-2
ORIGIN EUROPE
PERIPHERALS JUMP PACK, RALLY WHEEL
ONLINE NO
VMU COUNT 40
ESRB E
PRICE $49.99

Don't sweat it. The folks at Video System have taken it upon themselves to ensure that you, too, can experience the magic. Yes, it seems we're entering the new decade of details in gaming—from the personalized face masks of *NFL2K* to the wind-blown strands of hair in *Soul Calibur*, Dreamcast owners are beginning to see reality appearing on their TV screens. *F1 World Grand Prix* is a perfect example—with a dead-on physics engine and effective trackside scenery, *F1WGP* immerses racing enthusiasts completely. Add its phenomenally accurate car models and drivers, and 16 tracks that not only look fantastic but mirror the exact weather conditions of the '98 season, and it's easy to see that the developers have made the most of their official F1 license.

Still, with all this attention to detail, you might be tempted to ask: is this game any fun? Definitely—but not without effort. You're likely to spend a few laps banging walls, spinning out, and mowing grass before you get the hang of its extremely responsive controls. Practice isn't the only way to improve, however—you can modify the steering, wings, gear ratio, suspension,

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1 The back of a Ferrari: a familiar sight for F1 drivers.

2 On a collision course: the physics model in the game leaves little room for error – clip the wheel and it's all over. A quick restart will get you going again.

3 If this icon is anything to go by, it's not just cigarettes that can cause impotence...

4 The world's easiest race track.

5 In hot pursuit of Diana's Mercedes, the Paparazzi eschewed the mopeds for F1 cars. It worked too, until the next bend...

Grand Prix

and whatever else you like in order to get your machine driving the way you want it to. And if all else fails, Video System has included a brake- and acceleration-assist option that helps to even out the learning curve.

But enough about the control—let's talk about the graphics. From the pre-race fly-by to the extremely tight two-player match race, *F1WGP* flaunts the Dreamcast's power proudly, with minimal pop-up and deep backgrounds. Whether you're zooming past a gigantic ferris wheel in Japan or the rolling hills of Luxembourg, it's difficult to find fault with the game's rich aesthetics. Throw in a slick blend of drum'n'bass and ambient tunes, and there's even more to appreciate in this sleek and professional racing package. Purists, you've found your new F1 nirvana. Arcade racers, give this a try.

CORD BARRETT SMITH

Official Sega Dreamcast Magazine

Score 8 out of 10

IN BRIEF

(+) POINTS

- Ultra-detailed cars and 16 gorgeous tracks
- Tight control, lots of options
- Highly customizable car-tuning, sleek interface

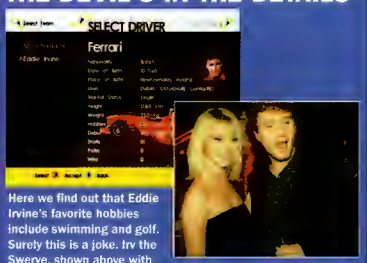
(–) POINTS

- Challenging learning curve
- Might appear overwhelming to the casual racer

BOTTOM LINE

A great-looking package that sweats all the details – this is "the" F1 game on Dreamcast.

THE DEVIL'S IN THE DETAILS



Here we find out that Eddie Irvine's favorite hobbies include swimming and golf. Surely this is a joke. Irv the Swerve, shown above with famous porn star Joanne Guest, is known on the F1 circuit as a notorious hellraiser. He was once stopped for speeding in his Ferrari 288 GTO four times in 19 hours, pours ice water down reporters' pants, and darn it, we wish we were him.

"Punches are more like awkward girlie-flails"

1 Note, if you will, the small man standing between our protagonist's legs. Together with those discharging smoke-stacks, the suggestion is quite clear, wethinks.

"Any of you funkin' computers *move* and I'll execute every mother-funkin' last one of ya!"

"Stop staring at the camera, jackass! We're makin' a video-game here!"

4 Hawk kicks it gangsta style.

5 From behind, Hawk looks more like a porn star than an action hero.

Fighting Force 2

It coulda been a contenda, but this "thinking man's action game" falls short

When the first *Fighting Force* finally arrived on Playstation a few years back, it was one of the system's greatest disappointments. As Core's follow-up to the cultural monsoon that was *Tomb Raider*, high expectations surrounded the promise of a 3D beat-'em-up with all the old-school playability of *Double Dragon* and *Final Fight*, combined with the innovative style of Lara's big (double D?), um, adventures. Instead, Core surprised consumers with something more akin to a steaming pile of goat dung than a videogame. And we reviewers couldn't even make any superfluous titty-jokes about it.

So into this arena, enter *Fighting Force 2*– which has, once again, managed to raise quite a few eyebrows. Early indications painted the game as somewhat of a thinking man's action game, with *Metal Gear Solid*-style stealth and more complex gameplay than its uncomfortably dumb ancestor. But while some attempts were made to fulfill this promise, the final product feels rushed. It lacks the essential *feel* that's required for a game of this sort.

Gameplay consists of standard first-person shooter fare, only this time it's from a third-person perspective and the player is given access to fists and feet as weapons of mass destruction. The problems are that the fighting engine and its collision detection are extremely sloppy, and that they fail to provide any real sense of solidity for the action. Punches are more like awkward girlie-flails, and getting them to connect properly is far more difficult than it should be.

This is all quite a shame, really, since the game is still fairly fun to play and doesn't look half-bad. The capacity to blow up nearly everything in sight provides a satisfying distraction from the endless running and fighting (in a distinctly *Beavis and Butthead* kind of way). And dashing through levels (some of which are quite well-designed) and killing enemies with your huge arsenal of weapons *is* entertaining, for a while. BUT. Although it's not the worst game ever, we had certainly hoped for more. EVAN SHAMOON

Official Sega Dreamcast Magazine

Score 5 out of 10

PUBLISHER EIDOS
DEVELOPER CORE
GENRE ACTION
PLAYERS 1
ORIGIN UK
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 6+
ESRB T
PRICE $49.99

IN BRIEF

(+) POINTS

- Good assortment of weapons; blowing stuff up is cool
- A fair bit of good, old-fashioned adventuring via solid level-design

(–) POINTS

- Unresponsive, difficult controls
- Extremely poor presentation. Someone forgot to iron these pants.

BOTTOM LINE

Worth a rental, but not nearly the game it could have been.

www.DailyRadar.com

1-3 As can be seen in these screens, Shadowman's environments look nothing short of spectacular.

4 "I'm done with all this 'talking things out' crap. Baby."

5 As can be seen in this screen, the dog's ass looks nothing short of spectacular. It's also an apt metaphor for **ODCM's** view of the world during deadline. Note the flies.

Shadow Man

Pack lots of sunscreen and sandwiches for this rewarding trip through hell

Based on the Valiant Heroes comics series of the same name, *Shadow Man* allows players to live out their fantasies of becoming English Lit students—or more precisely, a *former* student named Mike LeRoi. Toting his trusty shotgun, Mike uses a fancy Voodoo teddy bear to cross from Liveside to Deadside in order to prevent that pesky 'evil incarnate' from bringing about an early apocalypse.

In what has become standard genre gameplay, Mike runs, jumps, kills and hustles his third-person ass out of danger through some of the most disturbing settings this side of a Taco Bell kitchen. Borrowing some of the best gameplay elements from *Tomb Raider* and *Zelda: Orcana of Time*, Acclaim manages to meld the playability of a traditional, well-made action-adventure with a thoroughly compelling storyline. And as more than a few recent games have demonstrated (cough–*Blue Stinger*–cough), this task is quite a bit harder than it sounds.

Where *Shadow Man* really excels is in its wonderful sense of place. Environments are rendered with such furious attention to detail that we wonder which big, red pouty demon got bribed in order to get the game's designers clearance for field research in hell. Scrambling though barren, haunting landscapes with a pack of hounds relentlessly snapping at your feet while creature-infested skies swirl menacingly overhead is truly an experience not to be missed (unless you happen to be dead, and it's real, and a chorus of smug little cherubim is warbling "I *told* you so."). A marvelously appropriate soundscape full of superb samples and genuinely chilling ambient noises completes the effect.

In the end, however, what *Shadow Man* requires is a lot of stamina, elbow grease and regular sandwich breaks through roughly 60 hours worth of play—without which the experience amounts to very little. But if you've got what it takes to muscle though those initial hours, *Shadow Man* is one hell of a ride. Hold on to your flaming skulls, kids.

EVAN SHAMOON

PUBLISHER ACCLAIM
DEVELOPER ACCLAIM
GENRE ACTION/ADVENTURE
PLAYERS 1
ORIGIN UK
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 39+
ESRB M
PRICE $49.99

IN BRIEF

(+) POINTS

- Excellent graphics and sound
- *Zelda*-esque lock-on targeting and John Woo-style multi-gun action

(–) POINTS

- Occasionally skips frames
- Denser than a fudge-filled Krispy Kreme donut

BOTTOM LINE

An excellent game for those with enough time and patience to dig beneath the thick, thick surface.

Official Sega Dreamcast Magazine

Score 7 out of 10

"The Critics have Spoken on the Action / Adventure Game of the Year!"

"A technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%"
– IGN.com

"Soul Reaver is a deep game possessed with a myriad of impressive little touches...9/10"
– VideoGames.com

"3D exploration and adventure at its finest...Game of the Month."
– Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
– Gaming-Age.com

"98%"
– PS Extreme Magazine

- As Raziel, stalk Nosgoth feeding on the souls of your enemies
- Engage your creator, Kain, in an epic struggle for dominance
- Dark gothic story
- No load times

PlayStation

MATURE M ESRB

PC CD ROM

Sega Dreamcast

Now on Sega Dreamcast!
LEGACY of KAIN™
SOUL REAVER
EIDOS
INTERACTIVE
CRYSTAL DYNAMICS
eidos.com

"More addictive than Cool Ranch Doritos™"

1 The reflective floors are very impressive. *Not that you'll have more than a few fleeting moments here and there to admire them.*

2 *Re-Volt* is a re-creation of the real thing, which is itself not the real thing, but rather a re-creation of the real thing. Think about it, sporto.

3 It's a total eclipse of the heart. Erm, we mean sun. Sorry.

4 We don't know where the hell this is, either. It's, like, the future. Or something.

5 Baby car, meet Mama car. Don't worry, she's parked.

Re-Volt

Cuter than Hello Kitty and all her fruity little friends. Combined.

Tell us you've never dreamed of racing a remote-controlled car through obstacle-ridden supermarkets, neighborhood streets and toy stores, and we'll tell you we're not a bunch of monkeys working for bananas. But then we'd both be lying—so let's not and say we did.

In a genre that usually sees little in the way of innovation, *Re-Volt* is a welcome breath of fresh air. Probe takes full advantage of a very simple premise—players choose an R/C car and race dimunitive challengers through sewer tunnels, housing tracts, closed museums and a variety of other well-designed environments. While the gameplay itself is nothing we haven't seen before (in fact, it brings back fond memories of *RC Pro-Am*), locales have a distinctive *Toy Story*-esque richness—they're eminently likeable and a pleasure to explore. Throw in a silky-smooth multiplayer mode and an arsenal of cool weapons, and you've got a game that kicks—er—arsenal.

Also worthy of mention: the game's excellent production values include sharp, stylized graphics and a soundtrack composed of surprisingly solid drum-&-bass, ambient and house tunes (as opposed to most game soundtracks, which seem to be generated by handing a tree frog a Casio keyboard and calling the resulting vomitous clamor 'music').

Where *Re-Volt* stumbles a bit is in its control mechanics, which might keep it from becoming an all-time classic. Steering the vehicle is *extremely* touchy at first, and the game's difficulty level is ramped up to a point that borders on batter-your-Dreamcast obnoxious (using the digital pad will relieve this problem somewhat). Some will appreciate *Re-Volt*'s faithfully recreated sense of realism, while others are sure to be turned off by its near-vertical learning-curve. In a way, it's as if the lighthearted spirit of the game is betrayed by someone's unlenient dedication to a proper physics model.

Despite this item (or perhaps because of it), *Re-Volt* retains the same relentlessly addictive quality that made the original *wipEout* so damn compelling. EVAN SHAMOON

PUBLISHER ACCLAIM
DEVELOPER PROBE
GENRE RACING
PLAYERS 1-4
ORIGIN US
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 22
ESRB E
PRICE $49.99

IN BRIEF

(+) POINTS

- Excellent sense of style & timing
- More addictive than Cool Ranch Doritos™, and plenty of variety

(–) POINTS

- Control takes getting used to
- A bit of choppiness when things get hectic

BOTTOM LINE

The most creative approach to racing this side of *Pen Pen*, *Re-volt* is well worth the effort.

Official Sega Dreamcast Magazine

Score 8 out of 10

www.DailyRadar.com

PERIPHERALS

Dreamstation

MANUFACTURER ULTIMATE VIDEO GAME ACCESSORIES
PRICE $29.95
RELEASE DATE NOW

UVGA's Dreamstation allows gamers to use Sony Dual Shock Controllers and other PlayStation peripherals with Sega's Dreamcast. Specifically designed for use with the Dual Shock, its analog functions work perfectly—and even better, its vibrating ability makes it a good replacement for the Jump Pack. Of course, you can't plug a VMU into a PlayStation controller, but a Dreamcast controller with a VMU in another port works in most cases. Keep in mind, though, that you won't be able to access the DC controller's analog trigger buttons, so free-throws in *NBA2K* are impossible. You can also use PlayStation steering wheels and arcade joysticks; PlayStation lightguns and analog flightsticks are not compatible. Despite these limitations, the Dreamstation is a great investment for gamers who happen to have a collection of PlayStation controllers.

Official Sega Dreamcast Magazine **Score 8** out of 10

PERIPHERALS

Arcade Fighter Stick

MANUFACTURER AGETEC
PRICE $59.99
RELEASE DATE NOW

With its solid metal base and hefty controls, AGETEC's Arcade Fighter Stick is a must for any fighting fan who owns a Dreamcast. Games like *Soul Calibur* and *Marvel vs. Capcom* play better with a joystick than with the analog stick on the standard controller, and there's even a VMU slot for saving your progress. You'll even discover that plenty of non-fighting games work with the Arcade Stick, as well. While some players might not take to the layout of these buttons (the trigger buttons are a bit close to the regular ones), DC owners shouldn't pass it up if cash isn't a problem.

Official Sega Dreamcast Magazine **Score 9** out of 10

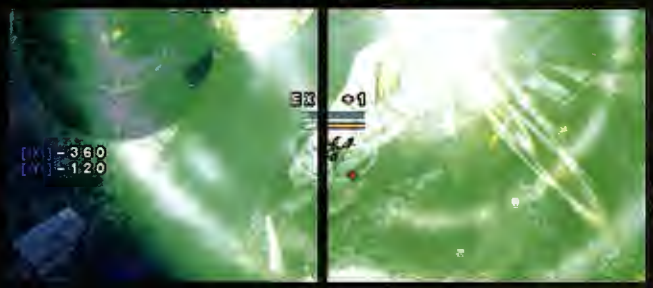
PERIPHERALS

Starfire Light-blaster

MANUFACTURER INTERACT
PRICE $29.99
RELEASE DATE NOW

Since Sega won't release a gun, the job is left to third parties—and Interact is on the scene with what may be a good option for the DC, (of course, its only competition is the *Star Trek*-type phaser from MadCatz, so this might not be saying too much). But with auto-fire options and auto-reload, the Lightblaster more than makes up for a lightweight design and an awkwardly placed D-pad and START button. While its precision and feel aren't quite as good as they are in Sega's Japanese lightgun, the fact that it works with *House of the Dead 2* in the US is a major plus. But beware—the VMU slot can be very tight and difficult to squeeze into (yeah, that's what *she* said).

Official Sega Dreamcast Magazine **Score 7** out of 10



1 Who knew space was this vast? Well, actually, everyone. But Metro3D have taken the concept to new extremes—with excellent results.

2 Massive explosions, in-depth, immersive environments, and the opportunity to either bash or help four friends makes *Armada* a unique experience.

Armada

Once again, space is a battlefield

Play just a few seconds of *Armada*, and you'll inevitably compare it to the Atari classic *Asteroids*. But play longer, and you'll realize that aside from the top-down perspective and general controls, *Armada* is nothing like it.

Players select a character from six human races, each with its own weapon and ship design. From here, gamers lunge into the epic struggle between the humans and the 'Armada,' a seemingly endless collection of hostile alien ships.

Controls are intuitive and pilots quickly dive deep into the game's storyline via communication with other ships. The game area is vast, and players are free to roam in an effort to assist small fleets to their destinations, acquire allies or other objectives. Experience points and credits are awarded for upgrades and weapons.

The game's sheer size and length are indeed awesome—but, they're also weaknesses. Even with different mission objectives, gameplay can become redundant. Fortunately, *Armada*'s multiplayer option succeeds in breaking the monotony. Taking on the *Armada* with friends adds a whole new element to the game, and elevates it beyond the title 'typical shooter.' Check it out.

CORD B.SMITH

PUBLISHER SEGA
DEVELOPER METRO3D INC.
GENRE SHOOTER/RPG
PLAYERS 1-4
ORIGIN US
PERIPHERALS JUMP PACK
ONLINE NO
VMU COUNT 6+
ESRB E
PRICE $49.99

IN BRIEF

(+) POINTS
- Lots of blasting action
- Tons of missions
- Four players make it a party

(–) POINTS
- repetitive gameplay
- building up ships takes a long time
- graphics and music are mediocre

BOTTOM LINE
Decent RPG/action combo that shines in multiplayer

Official Sega Dreamcast Magazine **Score 6** out of 10

SNK vs. Capcom

Violence-to-Go

PLATFORM NEO GEO POCKET COLOR
PUBLISHER SNK
DEVELOPER SNK
ORIGIN JAPAN
GENRE FIGHTING
PLAYERS 1-2
PERIPHERALS LINK CABLE
ONLINE NO
ESRB T
VMU COUNT N/A
PRICE $34.95

After providing nearly every home console in existence with close to an infinite number of 2D fighting incarnations, Capcom and SNK have mated and begat a wee tot for the Neo Geo Pocket Color (no: we don't know who wears the pants in this relationship, but we'd bet dollars to pesos that they fight about it a lot). The game is a joy to play, and is packed with content—from its 18 immediately selectable characters to a wide array of mini-games, this one is one of the best portable games around.

Rather than attempting to recreate the look of its coin-op archetypes, the characters in this miniaturized rendering have an aesthetic sensibility all their own. Super-deformed warriors abound (including perennial favorites from both companies' fighting franchises), and these folks are so well-animated that it's easy to forget their scale.

Most importantly, however, the developers have squeezed nearly every ounce of the original's fine-tuned gameplay into this tiny cart. Which means that you'll be rockin' fireballs, sonic booms, and ill-nasty combos from the moment you pick it up. The machine's lack of buttons is handled in brilliant fashion, as the power of each attack depends on how long each corresponding punch or kick button is depressed. With a link-up two-player option, several different play modes, DC compatibility and those simple-but-addictive mini-games, this one shines brightly on the little screen. Don't leave home without it. EVAN SHAMOON

Official Sega Dreamcast Magazine **Score 9** out of 10

PERIPHERALS

Memory Card

MANUFACTURER PERFORMANCE
PRICE $9.99
RELEASE DATE NOW

With a price tage of a mere $10, Performance's Memory Card would seem a perfect buy for those unable to track down Sega's own VMU. But bear in mind that this is merely a memory card, without the VMU's abilities to play mini-games or display data on an LCD screen. Compatible with every game we've tested with it (except *7th Cross Evolution*), we've [illegible] informing us that the [illegible] [illegible] unless an AFCOK. This may be a glitch [illegible] but that problem-[illegible] Go for the officially licensed VMU when you can.

Official Sega Dreamcast Magazine **Score 3** out of 10

1 As bizarre looking as this creature is, it's the product of hours spent fighting belligerent crabs and other lower lifeforms for valuable DNA and protein strands. Thank goodness we didn't turn out like this. Oh, wait...

2 The third form you take in *SCE* is that of a slimy sea slug with weird fins. Yup, say 'hello' to your distant ancestors. They weren't swimming in the deep end of the gene pool.

3 And you thought that those Biology and Chemistry classes wouldn't apply to 'real life' once you graduated. Shame on you.

Seventh Cross Evolution

The seventh sign: finally, proof of gaming's de-volution

What could be simpler? Make a game in which players fight their way out of the first water-logged stages of life and evolve into a creature of their own making. The only problem with this formula is how it works out in practice: NEC's *Seventh Cross* plods along at a slow and tortuous pace, without the benefit of pretty graphics.

Sort of a spiritual successor to games like *Carnage Heart* on PlayStation, the game's concept possesses plenty of possibilities. Players begin as a simple amoeba sliming around in a lakebed, and use a menu of options to sketch out DNA patterns for new body parts and abilities by battling different creatures. At some point, you'll be a creature powerful enough to emerge from the water and take to the land.

But the process is long, painful and dreadfully ugly, with visuals that best only the earliest PlayStation games. Movement is smooth, but choppy, while the in-game menus will mystify even the most savvy gamers for way too long. Most players will, no doubt, give up within the first few minutes. Though *SCE* does have an addictive quality once the evolutionary ball starts rolling, there isn't much to keep you engrossed for enough time to warrant a full price purchase for most gamers. Too bad; it had real potential. FRANCESCA REYES

PUBLISHER UFO INTERACTIVE
DEVELOPER NEC
GENRE RPG/SIM
PLAYERS 1
ORIGIN JAPAN
PERIPHERALS NONE
ONLINE NO
VMU COUNT 172 (OUCH!)
ESRB T
PRICE $49.99

IN BRIEF

(+) POINTS

- Interesting concept
- Customization features somewhat addictive

(–) POINTS

- Ugly, overly simplistic graphics
- slow, confusing gameplay

BOTTOM LINE

If done right, this could've been a deep, involving game. As it is, *SCE* remains at the bottom of the gaming food chain.

Official Sega Dreamcast Magazine **Score 3** out of 10

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1 We're not sure what's so damn funny either. Considering their violent circumstances, these freaks seem to having a really good time.

2 Drop-kick the chalupa.

3 East meets West with *Jojo's Bizarre Adventure*. No John Wayne 'round these parts, ltttle lady.

4 "Nah, nah, na-na-na. I'm weirder than you are."

5 The oddest characters this side of a David Lynch extravaganza.

Jojo's Bizarre Adventure

"Huh?"

This is the strangest bird that's flown through our cozy little cuckoo's nest in quite some time. Hmmm—where to begin? Okay. Take the most intensely Japanese oddity you've ever encountered (like that mysterious stuff behind the glass at the sushi bar, which you're afraid to even ask about) and multiply it by about fifty billion (yen). Combine this with a hearty dose of *Street Fighter* goodness and about 16 shots of espresso (actually, make those doubles), and you'll have an idea of what to expect. Well, no. You won't. But if you're a card-carrying otaku and a devout fighting game fanatic, you may just want to find out for yourself.

The disc comes with not one, but (*doh*) *two* games etched into its shiny round surface: *Jojo's Venture* and its sequel, *Jojo's Bizarre Adventure*. Both are one-on-one fighting games, but when each character's spiritual partner/split-personality enters the fray (no, we're actually *not* kidding), the action becomes a hairy four-against-four.

Basically, the game is standard Capcom 2D fare, but it uses a variation on the standard six-button layout. Instead, there are three attack buttons, one taunt, and one 'stand' button, which summons said alter-ego to help out with the brawling.

While it does work well enough, this control scheme limits the number of available attacks. Most characters have roughly 15 different attacks from which to choose—a far cry from the *Marvel vs. Capcoms* and *Soul Calibur*s of the world.

Even so, when mastered and combined with the game's juggles and user-controllable linked combos, there is enough strategy here to keep players entertained. Capcom's artwork and animation is typically well-done (though it must be said that neither is extraordinary).

Jojo's is a game that thrives on its own eccentricities, but should probably be reserved for the previously initiated. For what it's worth, however, this is a perfect translation of the Japanese coin-op—which means that all of you *Jojo* fans should dig right in. Bizarre stuff indeed. EVAN SHAMOON

PUBLISHER CAPCOM
DEVELOPER CAPCOM
GENRE FIGHTING
PLAYERS 1-2
ORIGIN JAPAN
PERIPHERALS JUMP PACK, ARCADE STICK
ONLINE NO
VMU COUNT 4 BLOCKS
ESRB E
PRICE $49.99

IN BRIEF

(+) POINTS

- An (appropriately) bizarre sense of character and design.
- Will keep you playing for weeks...

(–) POINTS

- ...but not much longer than that.
- Could have used more moves and better parallax scrolling.

BOTTOM LINE

The freaks come out at night. Be warned, *Jojo* might shake you to your very core.

Official Sega Dreamcast Magazine

Score 6 out of 10

Maps, Moves And Maniacs

Without a doubt, this mega-hit sequel is a masterfully created car combat game that must, at any cost, be played on the Dreamcast. It's huge: eight large environments filled with loads of interactivity and a few deadly surprises, and we've detailed it all. You've got special moves to learn for each weapon, plus loads of cheats and codes to try out—so slap this magazine in your lap (not too hard, Chester) and plant yourself in front of the TV, because we're going to help you blow *V8: Second Offense* wide open!

With Guns A-Blazing

Each normal weapon has its own group of three special moves, which are more powerful than a normal attack. To activate a special move you must have that weapon selected and possess enough ammo—specials come at a cost. Each attack ends by pressing the last direction button input at the same time that you press the machine gun button. For maximum destruction, whip them out in combination with other weapons/attacks. Each time you quickly attack with different weapons, you build Whammies. As your Whammies increase, so does the amount of damage you can cause. Use this list to learn each special move, and get creative.

Bull's Eye Rockets

Road Runner	U, D, D + MACHINE GUN	Ammo: 2	Attaches rocket to opponent's car, flinging it out of control at high speeds
Stampede	U, D, U + MACHINE GUN	Ammo: 2-6	Unloads up to six rockets in quick succession, for mega-destruction.
Bastion Rockets	U, D, R + MACHINE GUN	Ammo: 4	Launches four rockets, used to destroy incoming projectiles like missiles or mortars.

Interceptor Missiles

Afterburner	U, U, U + MACHINE GUN	Ammo: 2	Fires missiles while still attached to your car, to give you a speed boost. Very useful.
Halo Decoy	U, U, D + MACHINE GUN	Ammo: 2	Launches a circling flare that distracts and draws enemy fire, allowing you to flee.
Missile Swarm	U, U, D + MACHINE GUN	Ammo: 4	Fires four homing missiles at once, rather than one.

Road Kill Mines

Bear Hug	L, R, D + MACHINE GUN	Ammo: 2	Attracts and holds the closest car to you like a magnet.
Cactus Patch	L, R, U + MACHINEGUN	Ammo: 2-6	Lays up to six mines at once in a 'patch'. Hit one, and they all go.
Hovering Mines	L, R, R + MACHINE GUN	Ammo: 2	Flies through the air, homing in on the nearest car.

Mortar Swivel

Turtle Turnover	D, D, D + MACHINE GUN	Ammo: 2	Rolls opponent over onto the roof with an undamaging blast.
Crater Maker	D, D, U + MACHINE GUN	Ammo: 2	A huge blast that permanently deforms the environment with a crater.
Tire Buster	D, D, R + MACHINE GUN	Ammo: 2	Flattens opponent's tires for approximately five seconds.

Bruiser Cannon

Buckshot	D, U, U + MACHINE GUN	Ammo: 2-6	Fires up to six shells of cannon ammo in one spread, shot as if out of a shotgun.
Cow Puncher	D, U, D + MACHINE GUN	Ammo: 2	Fires a blast that knocks opponents into the sky and demolishes buildings.
Ricochet	D, U, R + MACHINE GUN	Ammo: 2	Once fired, the shell will bounce around the arena causing damage to whatever it hits.

Flamethrower

Brimstone Burner	R, L, U + MACHINE GUN	Ammo: 11	Launches a bouncing fireball that sends out waves of fire as it hits the ground.
Oil Slick	L, R, U + MACHINE GUN	Ammo: 2-16	Releases an oil slick behind your car that causes the trailing cars to lose control.
Wall Of Flame	R, L, D + MACHINE GUN	Ammo: 11	Creates a wall of fire in front of your car (best used while in reverse).

NEVER GET LOST AGAIN!

No need to pull over and ask directions (unless she's cute)—we've got the maps for all eight levels in the game, complete with every pick-up location and point of interest worth checking out. Now, you can be sure that you're not missing a thing!

Arizona: Meteor Crater

The Southwest is a dangerous place. Not only are there swarms of angry, sweating opponents to battle, but you have to deal with all of the dangers hidden in the terrain—not to mention the random meteor showers that can cause some major damage. Proceed carefully and be ready to pull out the big guns.

If you get a cop on your tail, it won't fire—but it can be relentless. Lassie, go home.

Attack of the 50-foot vermin—if you shoot the giant meteor that falls into the crater, a giant ant will appear.

By jumping through the drive-in theater's screen, you can pick up some valuable power-ups.

Map Key

- SPECIAL OR ANY WEAPON
- SPECIAL ONLY
- X2 DAMAGE, SHIELD, RADAR JAMMER
- ATTACHMENT ICONS
- QUEST OBJECTIVE
- ANY POWER-UP
- X2 DAMAGE, SHIELD, RADAR JAMMER, HEALTH
- 1 POINT OF INTEREST

Check These Out!

1. Destroy the two donut shops to send the giant donuts on their roofs rolling, causing major damage to everything they hit.
2. Break the speed limit posted near the gas station and donut shop at the level's starting point, to get the cop to chase you.
3. Enter one of the two doors of the Observatory and appear randomly in either the tower of the Observatory or in a secret area. Destroy the Observatory, and a giant meteor will fall from the sky and land in the crater.
4. Destroy the large meteor after it lands in the crater to release a highly lethal giant mutant ant (of course).
5. Use the mine shafts scattered about to jump from one area of the level to another. Great for ditching enemies and cops.
6. Pull up to the pumps at either gas station for a quick health re-charge. Fire at the rocket and watch it take off.
7. Destroy the snack shop and movie screen at the drive-in. Use the rubble as a giant jump.

Map Key: SPECIAL OR ANY WEAPON SPECIAL ONLY

California: Pacific Harbor

This is a working harbor, filled with busy trucks and barges that're carting containers to and from large cranes, oblivious to the mayhem around them. Small cranes lift cars out of the water, while large cranes move cars across the channels. Be sure to stay out of everyone's way, as collisions give damage to your car.

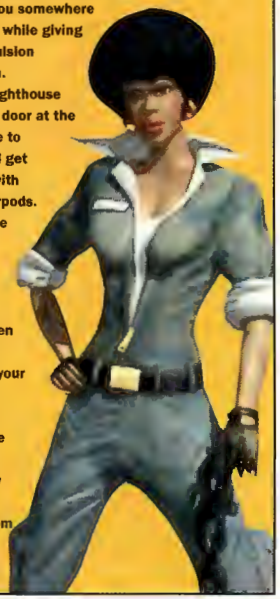
And what's behind Door Number One? Rest assured, it isn't a goat.

Watch your Weight: this Station is a good hangout, especially if you're low on health and there are no Wrench icons to be found.

Cross each bridge when you come to it: or even better, blow it up. Unfortunately, your big bang won't keep opponents at bay forever.

Check These Out!

1. There are three openings on each side of this warehouse, and entering any of them will transport you somewhere else—often while giving you a propulsion mechanism.
2. Enter the lighthouse through its door at the base to rise to the top and get equipped with some hoverpods.
3. When you're low on health, drive into the Weigh Station when the light is green and your car will be repaired. Blow up the bridges to temporarily isolate yourself from enemies.



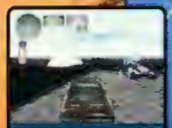
Alaska: Alaskan Pipelines

The cold and desolate tundra is one of those places that you'll need your snow tread icon for: immediately. Also, many of the level's power-ups can be tricky to get to, given the narrowness of the ramps and walkways of the oil pipeline structure—not to mention the veritable labyrinth of oil pipes that you have to get through.

Check These Out!

1. The dangerous oil slicks will slow you down and reduce your level of control. It's also easily ignitable—as is the trail of oil you leave whenever you exit a pool.
2. Enter one end of a pipeline and exit out another. At branches in the pipeline, you can press left or right before you get to the fork to choose the direction you'll follow. Once the refinery is destroyed, some of the pipelines will be tough to enter.
3. The killer whale in the bay will attack and cause damage.
4. The oil rig in the bay holds lots of power-ups—be sure to find a Hydro Hunter icon and investigate.
5. Use the iceberg as a jump.

Despite the tempting power-ups, stay clear of the dangerous oil slicks, especially if opponents are near by.


Jumping icebergs might make you feel like king of the world, but it doesn't get you very much. Not even an Oscar.

The pipelines provide a quick way to move about the level. The terrain getting to them can be a bit precarious, however.

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Minnesota: Nuclear Reactor

This nuclear powerplant is fully operational and isn't the best place to battle it out. Just about everything here can kill you, including puddled water, nuclear reactors, transformers and generators, and even the forklifts—so be on your toes. If you get dosed with radiation, your health will slip away over time. Stay alert, soldier!

Would you like fries with that?
Tasty morsel: how about a nice forkfull of nuclear waste? Mmmmm.
Shoot the core of the nuclear reactor, and out comes a whole troop of fluffy bunnies. Or not.

Check These Out!

1. The coolest trick in this level can be found in the control room. Bump a computer with a green light on and drive through the generator turbines, and your car will gain health. Bump the computer when a red light is on, and the turbines will fry anyone between them.
2. Shoot open the doors of the two nuclear reactors and destroy the glowing rods inside, for the biggest explosion in the game. Be sure to grab a shield icon before you attempt this. Also, beware that the water surrounding the rod is radioactive and highly hazardous.
3. Stay out of the water! How many times do we have to tell you?
4. And don't touch the transformers on the hill when they are electrified. If you do, your car will be sent flying and you'll take quite a bit of damage.
5. The forklifts toting nuclear waste are dangerous if you run into them. Duh.
6. Use the tunnel to reach a fenced-in water area and some great pick-ups.

Utah: Winter Games

This entire level takes place on the side of a mountain—and needless to say, ski treads are the only way to get around with any speed. Spread out across the mountainside are three different Olympic events, including the ski jump, bobsleds, and slalom course, and you can compete or battle on all of them. This is one of the most wide-open arenas in the game.

Check These Out!

1. Ride the Gondola by entering the buildings at the top and bottom of the mountain. While inside, press the accelerator to dive out at any point along the ride up or down.
2. The tow hook grabs your car at the bottom or top of the mountain and quickly drags you up or down.
3. Pass under the starting sign at the bobsled run and steer your way to the bottom. If you get a good enough time, pick-ups will appear on the awards podium.
4. As in the bobsled run, pass through the starting gate at the top of the mountain for the slalom course and make your way down, passing between flags of either color. Pass through the finish line with a fast enough time, and more pick-ups will appear on the awards podium.
5. To try your hand at the ski jump, shoot the doors at the bottom and drive in to be transported to the top. From there, drive down and pull off the Afterburner combo move (U, U, U + Machine Gun) to get enough speed to set the distance record and earn more power-ups on the awards podium. 6. Shoot the doors at the bottom floor of the Ski Lodge and enter to be transported out onto the second story deck of the ledge.

Use the Afterburner combo when you go down the ski jump to win this event.
Anticipate the turns down the bobsled course to get the best times.
Loads of good power-ups can be grabbed while riding in the Gondola.

Map Key: SPECIAL OR ANY WEAPON | SPECIAL ONLY

Louisiana: Bayou

It's impossible to avoid getting wet on this level, as almost half the level is submerged in water. The Hydro Floaters are absolutely essential, although you can still (in theory) reach any point in the level using dry land. This is definitely one of the tougher environments to master—and it's easily the creepiest.

Shoot the wheel here and on the other side of the level, to raise the dams and flood the works.

Get the gator on the first try—or you'll need gator aid.

Finally, Casper makes himself useful—the ghosts inside the mansion are devices for random teleportation through the level.

Check These Out!

1. Shoot the wheel lever on both dams to cause a temporary level-wide flood.
2. The alligator attacks any cars that get near it, but it'll swim away if fired upon.
3. The gator cage hanging from a tree in the water will fall when you drive through a nearby ghost icon. Trap the alligator in the cage to get some big power-ups, but don't get caught yourself!
4. When the Mansion is possessed by a ghost (i.e., you see a swirling ghost icon in the entry), you can drive through it and be transported to somewhere else in the level. Same thing with the large tomb in the cemetery.
5. Watch yourself in the cane fields—if you're driving through them too slowly, you'll begin to sink and take damage.
6. Shoot the tombs in the graveyard from a distance. When they're destroyed, they release a spirit that attacks the nearest car.

Pennsylvania: Steel Mill

There're all kinds of buildings and structures to explore on this level. The giant, two-story steel mill is full of secrets and dangers, but the railroad tracks and train are a blast to mess around with. With so much to explore, don't forget about trying to demolish your opponents!

Stay away from the molten metal blobs! And don't go swimming after you eat.

Rolling a Drum isn't as much fun as it used to be: it's that damn hacking cough...

No, it's not a puppy, it's a giant magnet. It'll help you grab a lot of pick-ups that would be otherwise inaccessible.

Check These Out!

1. The directional switches along the train tracks can be of some strategic importance, but watch out for the locomotives—they can cause huge damage (have another one for the road: duh).
2. Drive up the ramp in the Steel Mill and out the window, to be automatically grabbed by the large hanging magnet and transported across part of the level. You can grab some good power-ups along the way.
3. Inside the Steel Mill you'll find moving blobs of molten metal which will cause cars that come too close to burst into flames. Shoot the cauldrons inside to produce more blobs of molten metal.
4. Coming out of the Steel Mill are bars of molten steel, which will set cars on fire upon contact. They can be destroyed from afar with weaponry.
5. In the back hills are giant drum containers, which can be knocked loose if fired upon. Once freed, they'll roll back and forth between the hills, smashing any vehicle that they touch.
6. Near the rolling drum containers you'll find piles of coal which you can shoot to light them on fire. They'll set any car that comes too close ablaze.
7. Use the railroad tunnels to teleport youself around the level.

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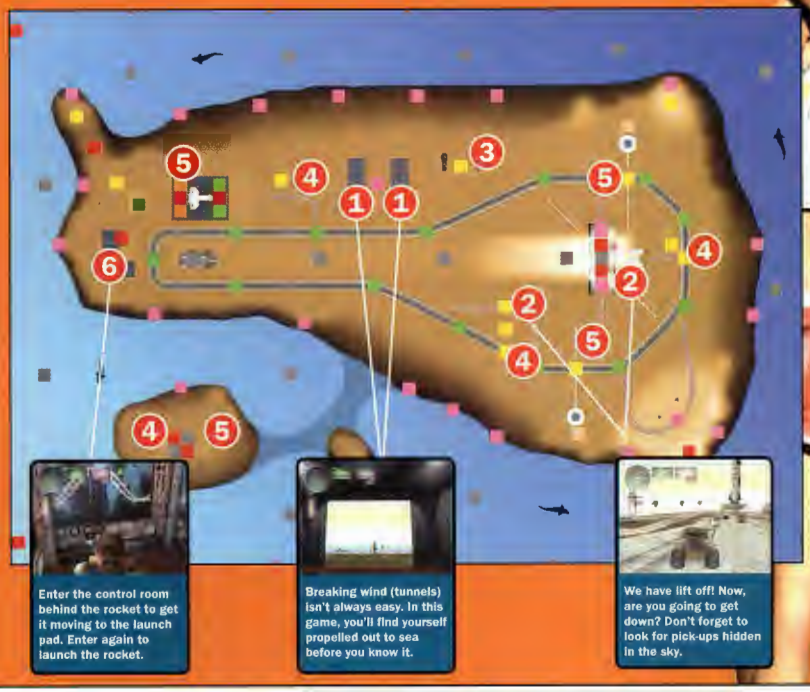
Florida: Launch Site

This level wins awards in our book because it's just that kind of cool—and there's a cool space shuttle in it. The entire arena is an island surrounded by shark-infested waters; entering same will result in significant damage. Other dangers include electrified fences and armed guard towers, as well as the friendly fire coming from rocket tests. On the up side, you can catch some fine air by using a rocket engine from the launch pad. Blast off!



Enter the control room behind the rocket to get it moving to the launch pad. Enter again to launch the rocket.

Breaking wind (tunnels) isn't always easy. In this game, you'll find yourself propelled out to sea before you know it.

We have lift off! Now, are you going to get down? Don't forget to look for pick-ups hidden in the sky.

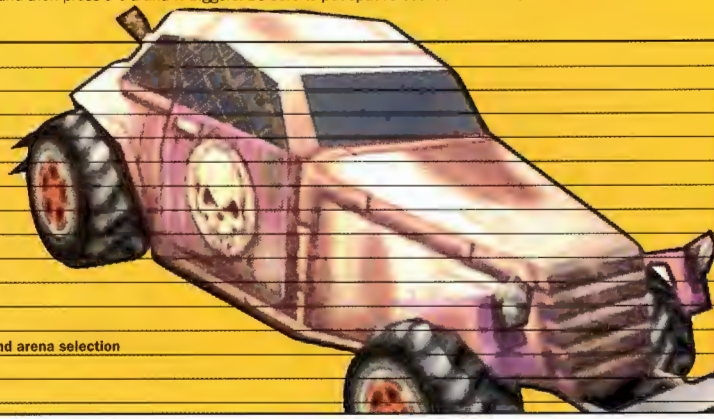
Check These Out!

1. Get too close to the wind tunnels, and you'll get sucked in and blown out to sea. Faster vehicles can (sometimes) escape a wind tunnel's grasp by using the Afterburner combo move (U, U, U + Machine Gun). You'll re-appear in the tunnel below the launch pad.
2. At the back of the launch pad, you'll find a tunnel. Drive in when the light is green and your vehicle will strap on a giant rocket and blast off. On your way down, you can steer yourself around to grab several power-ups and a parachute will automatically unfold to break the fall. Of course, if the rocket has already reached the launch pad, this trick is impossible.
3. Shoot the scaffolding holding the giant rocket engines, to send them careening off into the sky and back down on your targeted opponent.
4. Guard towers will fire on anybody, friend or foe, who lingers in their sights for more than a few seconds.
5. All fences in the level have been electrified. Any contact with them will cause damage.
6. To make the rocket start its trek to the launching pad, shoot open the door to the control room in the building behind the rocket. Drive in, and you should hear a blip noise. To launch the rocket once it reaches the pad, return to the control room again and you should hear another blip noise.

Do you still suck even after using the strategy?... Then, CHEAT!

Maps and tips are great, but what you really want are the cheat codes. Well, here they are—in all their unadulterated, unabashed glory. Some are pretty silly and others make things even tougher, but a few of these codes will definitely help you beat this game. All codes are entered at the password screen, which is accessed by selecting Options and choosing Game Status. At the next screen, highlight any character and then press the L and R triggers. Be sure to put spaces between all words.

Code	Effect
RAPID_FIRE	Removes delay between weapon firing
UNDER_FIRE	Increases difficulty to super-hard
BLAST_FIRE	Gives Interceptor missiles an extra explosion
GO_SLOW_MO	Everything is slowed down
GO_RAMMING	Makes player's vehicle very heavy
GO_MONSTER	Huge monster truck wheels
HOME_ALONE	Choose zero as the value at enemy select screen
NO_GRAVITY	Reduces gravity, making it hard to stay on the ground
LONG_MOVIE	Check out all the ending cinemas linked together
MIXES_CARS	Allows all players to choose the same car
DRIVE_ONLY	No wheel attachments spawn
MORE_SPEED	Makes cars go faster
QUICK_PLAY	Enables an arcade option which randomizes vehicle and arena selection
JACK_IT_UP	Increases height of suspension
OLD_LEVELS	Play all the original *Vigilante 8* maps



Code-tastic!

Another issue of ODCM; another harvest of codes for your cheating pleasure. You know all of those pretty games that you got for the holidays, which you've already 'finished'? Well, it's time to check their vital signs again—to give their wheels another good kick, so to speak—by throwing some codes at them. So, without further ado, give it everything you've got...

Slave Zero

Enable Cheat mode

Can't seem to reach the evil empire to save your life? Infogrames have hidden a neat cheat for those of us who're a little less agile in a giant suit of armor. Simply insert a second controller into Port 2 on your Dreamcast, then press ◀J, L◀ and B at the same time during gameplay. You should now be able to choose between toggle invincibility and unlimited ammo on and off. This cheat only works in single-player mode.

Toggle Enemy AI

If you want to mess around with the intelligence (AI) of youre enemies in single-player mode, simply press ◀J + L◀ + A on the second controller at anytime during gameplay.

NBA 2K

All the Codes

Enter any of the following codes in at the imaginatively titled 'Codes' screen to enable the corresponding effects. All codes are case sensitive, so pay attention when entering them.

CODE	EFFECT
DEVDUDES	Sega Sports and Sega teams
MONSTER	Large players
LITTLEGUY	Small players
DOUGHBOY	Fat players
SQUISHY	2D players
FATHEAD	Big heads
BIGFOOT	Big feet
BEACHBOYS	Big basketball
COACHOUCH	Coaches in pain
HIMOM	Hidden message

Toy Commander

Code Commando

We've uncovered a stash of codes for No Cliché's virtual second childhood simulator. To enter codes, pause during gameplay and hold the ◀J, then enter the selected code. You'll hear a beep if you've entered the code correctly.

CODES

Hold ◀J and press A Y X B Y X
Access all missions

Hold ◀J and press X A Y B A X
Heavy weapon

Hold ◀J and press A B X Y B A
99 Heavy Ammo

Hold ◀J and press B A Y X A B
Switch machine gun

Hold ◀J and press A X B Y A Y
Fix toy

Hold ◀J and press Y X B A A B
Finish the game/access new area

Hold ◀J and press A B Y X Y X
Access hidden levels

HIDDEN ARTWORK

Are you a big *Toy Commander* fan? Pop the game into your PC and search the directories to uncover a stash of cool *ToyCo* (all the 'in' fans call it that...) art.

Centipede

Cheat Bug

Need some extra lives or want to skip around the different levels of *Centipede*? You can, by pressing and holding A + B + X + Y + ◀J + L◀ With the buttons still pressed, rotate the analog stick at any time during gameplay. If you do it correctly, you'll notice the message 'Get a Life' (for extra lives) or 'All Levels' (for level select). While we can't quite figure out how to get the Level Select to work yet, you'll be able to stockpile lives-aplenty with this handy code.

NFL Quarterback Club 2000

Code Club 2000

If you're unlucky enough to have picked up this coaster, you might as well get the most out of it before you trade it in. Access the cheat menu and enter any of the following codes to activate the corresponding effect. Do it right and you'll get your money back...er, we mean, you'll hear a nice tone.

CODE	EFFECT
SCLLYMLDR	Alien stadium
BCHBLL	Big football
FLBBR	Flubber ball
HSNFR	Hot ball
BTTRFNGRS	Increased fumbles
HSPTL	Increased injuries
PPCRNRTRNS	Landmines on field
BGMNY	Large coin at toss
HSNFR	Players on fire
RGBY	Rugby mode

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FRRSTGMP	Slow motion mode
MRSHMLLW	Fat players
TTHPCK	Thin players
SHRTGYS	Small players
TRBMN	Unlimited turbo

Expendable

Code Heaven

Shooter fans who still can't seem to tough out this game will now have all the help they need. You must enter these codes in during gameplay, but you have to do it quickly or it won't work. If you enter the code correctly, a message will flash on the screen to confirm it.

CODE **EFFECT**

↑ ↓ ← → L R ← → Start
Invincibility

A B X Y L R ↑ ↓ ← →
Extra Lives

A B ← A B → B A ↓ R
Extra Credits

↑ ↓ ↑ ↓ ↑ ↓ ← → Y
Level Select

Y Y X X L R ↓ ↓ ↑ ↑
Level Skip

↓ ↓ ↓ ↓ ↓ ↑ ↑ ↑ ↑ →
Grenades

L R L R ← → ← → Y X
instantly win the game

↓ ← → X ↑ ↓ ← → Y
Shields

L ← R → X X ↓ ↓ R L
First person view

Incoming

Cheat Menu

If you want to take the easy way out of the alien invasion in *Incoming*, the path is just a few button presses away. Simply enter the following codes at the Main Menu: Up Down Left Right X Up Down Left Right Y. If you do it correctly, a menu will come up giving you access to cheat options like level select, unlimited lives, unlimited shields, and more.

FFOEMIT	Disable checkpoint times
NOEMIT	Enable checkpoint times again
RFGTR	Stop The Bomber mode

Test Drive 6

Code Test

Want to feel like a millionaire without doing the work in *Test Drive 6*? The following codes let you do exactly that. Simply choose to Race and enter any of the codes below to activate the corresponding effect. You can even string 'em in for maximum effect.

CODE	EFFECT
AKJGQ	Receive $6,000,000
DFGY	All cars
ERERTH	All tracks
CVCVBM	All quick race tracks
OCVCVBM	No quick race tracks
QTFHYF	Shorter tracks
OPIOP	All challenges
OPOIOP	No challenges

Vigilante 8: Second Offense

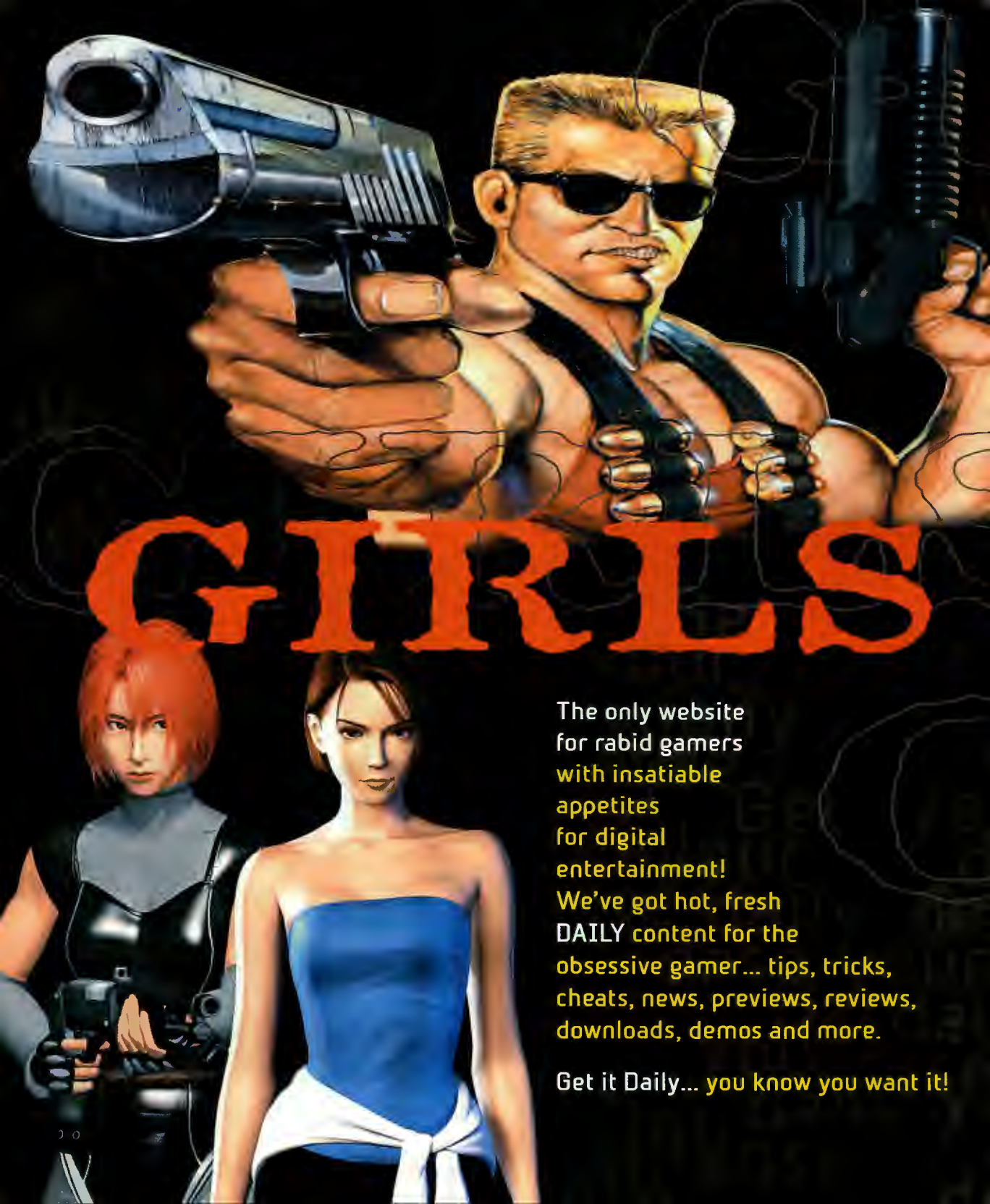
Getting to the PassCode screen

Before you can enter any of the codes for *V8:SO*, you'll have to enable the PassCode screen. Head to the Options menu, then select Game Status and press A. Then press L + R at the same time to access the PassCode screen. Cheat away!

All the Codes

If you want to enable any of the following codes, you'll first need to access the Passcode screen by reading the directions above. Then simply have at it. You'll hear the world 'Funky' if you enter them correctly.

CODE	EFFECT
RAPID_FIRE	Rapid fire mode
HOME_ALONE	Solo Play In Arcade Mode
NO_GRAVITY	No gravity
GO_MONSTER	Big wheels
LONG_MOVIE	View all ending sequences
MIXED_CARS	Same cars in multi-player
DRIVE_ONLY	No wheel attachment icons
BLAST_FIRE	Super missiles
UNDER_FIRE	Attract enemies
GO_SLOW_MO	Slow motion mode
GO_RAMMING	Heavier cars
MORE_SPEED	Faster cars
QUICK_PLAY	Fast action
JACK_IT_UP	High suspensions
HI_CEILING	Hover higher (NOTE: When hovering, double-tap and hold the Gas button to get a hover boost.)
OLD_LEVELS	Play all the Original V8 Levels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Win!

A Japanese Dreamcast and the world's grooviest game — *Space Channel 5!*

Tired of reading about all those great Japanese games that you can't buy in our **DCWorld** section? Feeling left out? Bored? Listless? Depressed? Lonely? Run out of Prozac? Paxil? Pez? Well, we can't help it if you're a sad individual, but we can help you attract the fairer sex by showing them how worldly you are, as you brandish your bright orange Japanese Dreamcast box and your bright pink CD of the sexiest, funkiest 'even-girls-can-play-it' game ever to come from Sega Japan—*Space Channel 5*.

The Official Sega Dreamcast Magazine has a Japanese Dreamcast and a copy of *Space Channel 5*—signed by the designer and DC hero, Tetsuya Mizuguchi, himself!—packed up and ready to give away. And obviously, YOU could win it. But how in the name of Ulala can you qualify?

Here's how:

Isn't it cool, the way so many Japanese videogame fans dress up as their favorite game characters and walk around the streets of Tokyo, as if it's the most normal thing in the world? It's so cool that we know you're just bursting to try the same thing here in the good old US of A. Now, lucky for you, you have an excuse. All you have to do to stand a chance of winning the Japanese DC package is this: send us a photograph of yourself walking through the busy streets (not in traffic, please!) of your home town dressed as your favorite Sega game character. It's that simple. Best costume wins.

Mark your envelope clearly with 'Japanese Dreamcast Competition' and send your entries to Evan Shamoon, c/o the **Official Sega Dreamcast Magazine**, 150 North Hill Drive, Brisbane, CA 94117.

All entries must be received no later than 6 June 2000. Our decision is final, so tough luck if you think your costume is better than the one that wins. Also, should you be beaten up while wandering the streets dressed as, say, Tails, don't come crying to us—after all, you do look damn silly.

Stuff our lawyers want you to read...

One entry total per individual. All entries must be received no later than June 6th, 2000, with the winner being announced on or around October 3rd, 2000. The editors of the **Official Sega Dreamcast Magazine** will be the judges, and their decision is final. By entering this contest you agree that the **Official Sega Dreamcast Magazine**, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o R. Nelson, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary; void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

Next Issue

GD-ROM INSIDE!

Issue #5 with GDROM
On sale April 4th!*

The horror! The horror! It's

CODE VERONICA!

Rated! Capcom storms the **ODCM** offices with the best Dreamcast game yet! Read our giant review next issue!

Shenmue

Sega's game has released in Japan to rave reviews. We go behind the scenes to bring you a full report on Yu Suzuki's epic.

And that's not all!

- **Tomb Raider** *Reviewed*
- **Jet Set Radio** *Revealed*
- **MSR** *Road-tested*
- **And Much More!**

* Miss it and be the laughing stock of your family and friends. Contents of issue subject to change, thanks to various companies screwing up at the last minute.

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